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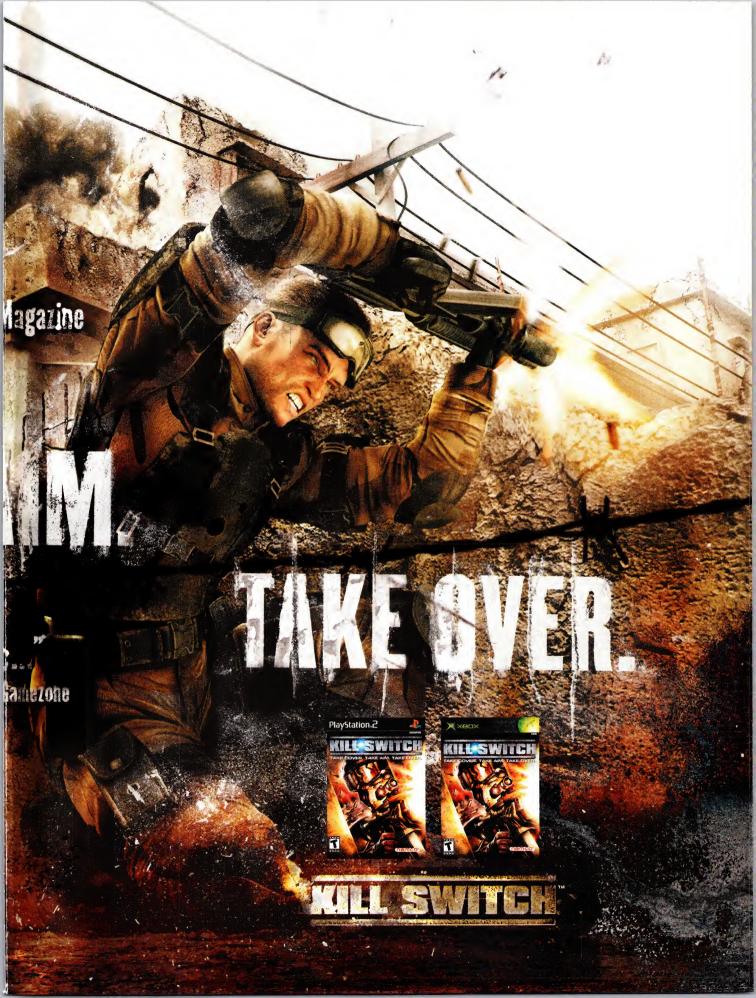


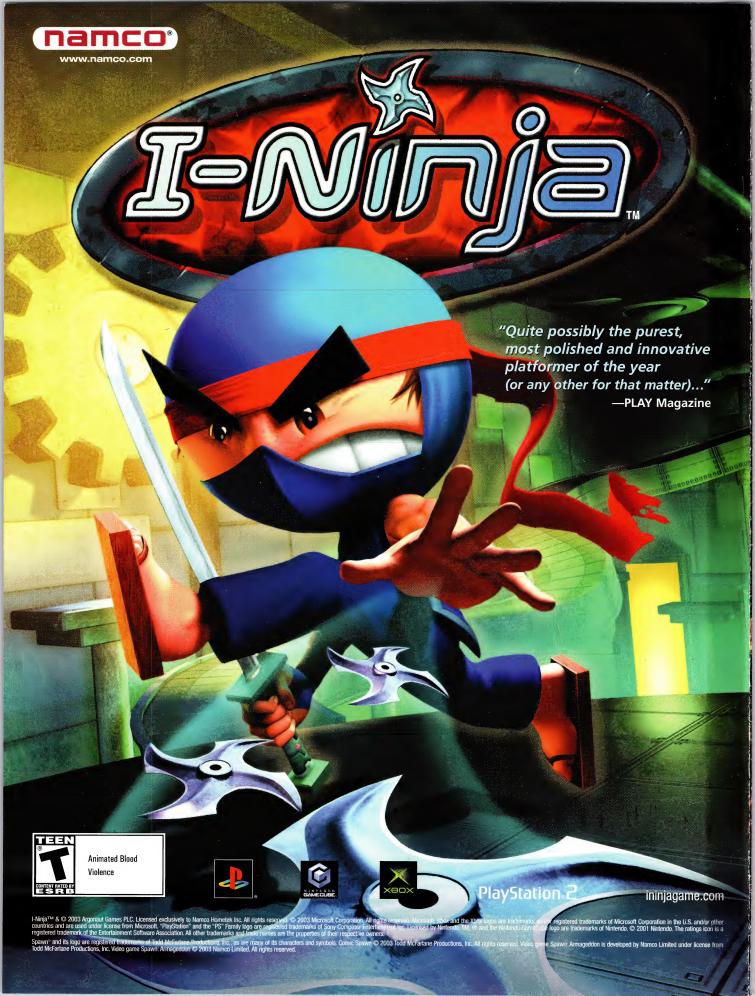


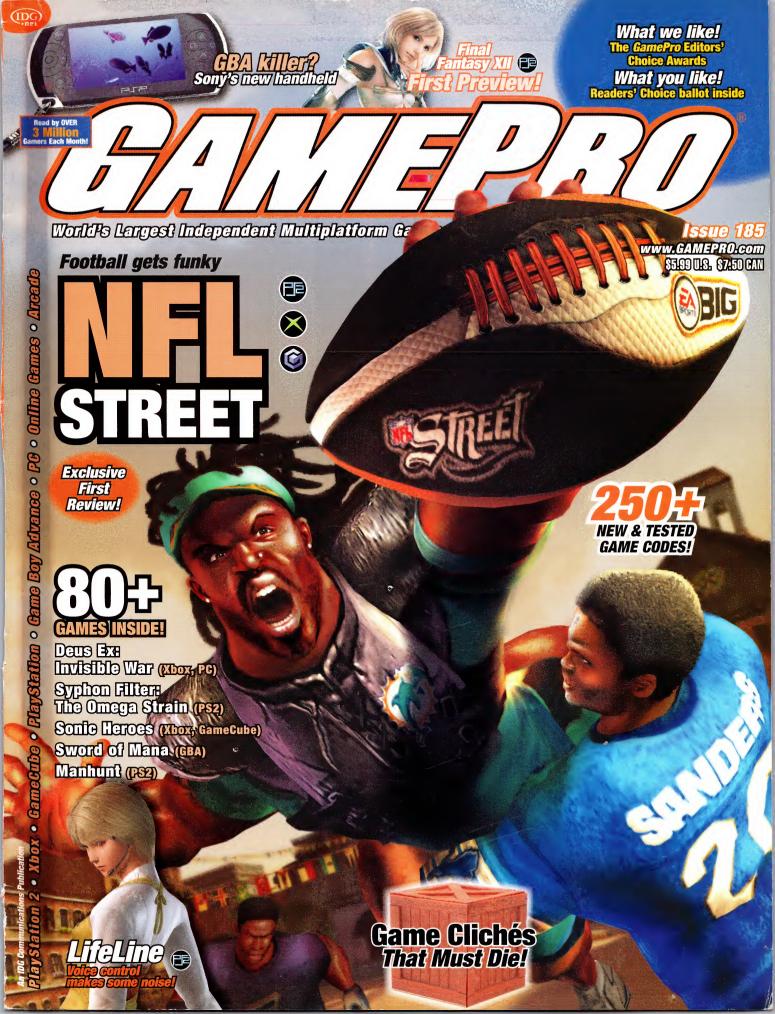
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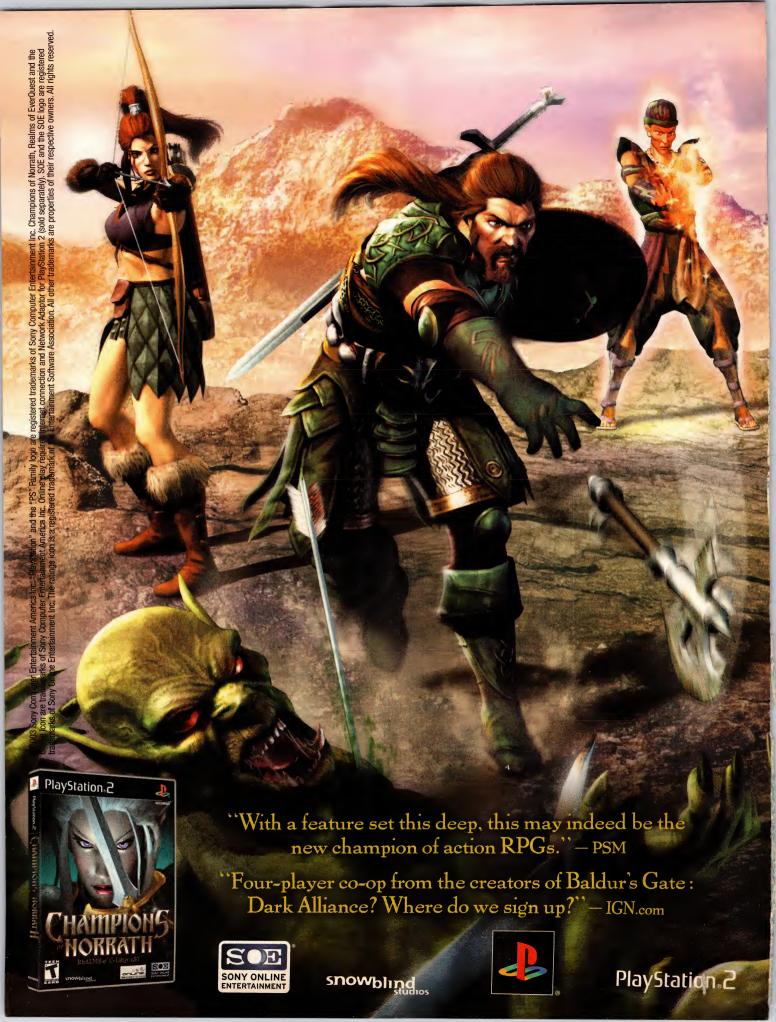












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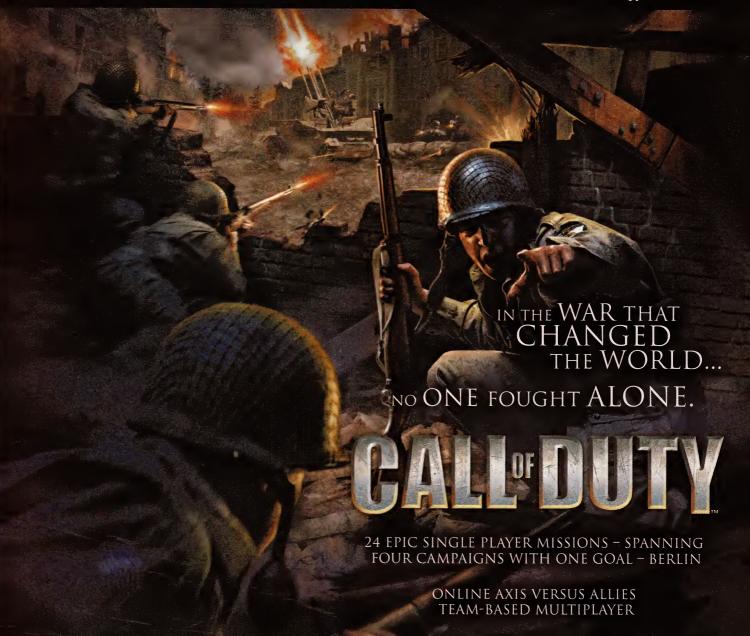
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EXCLUSIVE Can the guys who brought you the Maddens bring you...the Streets? EA Sports Big recruited the Madden-makers EA Tiburon to bring you football like it's never been played before-NFL Street for the PS2, Xbox, and GameCube!

34 Game Clichés

Maybe you think crates make a great game, but they really make only a crate game. Here are some classic game design props that we've all come to know and love-and hate.

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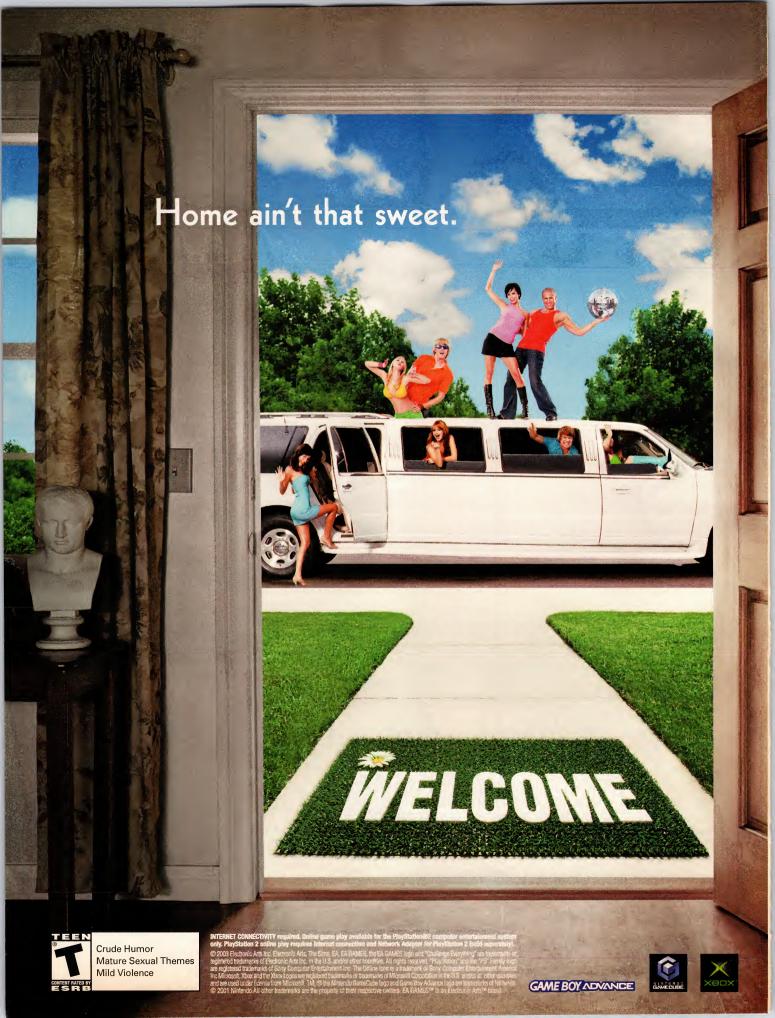
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EDITOR'S LETTER: The NFL Gets Some Sizzle

Just in time to celebrate the end of the NFL season you get...more football? NFL Street certainly sports the National Football League license, and the characters in the game look vaguely familiar—but football this ain't. At least it's not football by any established definition so far, and that makes Street pretty cool.

Just as Midway's decided to "freshen up" its classic NFL Blitz by making it more like a sim (read "more like Madden"), here comes EA charging to fill in the emerging hole like Ray Lewis zeroing in on the-quarterback-of-the-week.

NFL Street is an imaginatively weird sports game, fascinating in that it doesn't even take off from any sort of established real-world off-shoot with a following like NBA Street does with "street" basketball, or Arena League Football does with pro football, or the Pittsburgh Penguins do with ice hockey.

Instead, EA Tiburon does a bizarro-world flip on itself by inventing a totally fresh take on a classic sport using the NFL license (and not involving trampolines, the WWE, or babes in bikinis). It's something that can be done only with a video game, which EA does very well.

That Electronics Arts would be the ones to try to turn football video gameplay on its ear is not so strange to all who remember Mutant League Football and the rest of the 16-bit Mutant League games. But kudos to them anyway for trying to create something completely different. Now if someone would just bring back Super Dodge Ball....

The GamePros, Oakland, CA letters@gamepro.com

Freedom of Choice

I got *GamePro* #181, October 2003. I like the new Editors' Choice icon for games, and I can understand how a game is rated. But one thing I feel is a little clumsy is that a game that receives a 4.5 rating is given an Editors' Choice icon. A 4.5 rating looks like a runner-up to me. I believe that a game should be given an Editors' Choice only if it receives a 5.0 rating. Can you explain why an Editors' Choice is given to games with ratings of both 4.5 and 5.0? Thanks.

► Eddie—Via Internet

Sure. What we're talking about is the difference between an excellent game and a very good game. Often you'll see a game that's truly innovative or pushes boundaries get a 5.0—but what if a game doesn't innovate but instead represents an excellent example of the existing elements? Freestyle Metal X is a good illustration here—Dan Elektro didn't feel that it brought anything particularly new to the genre, but it did everything that was expected of a trick-based motocross game, and it did those things very well in his opinion. Hence, it received a 4.5.

Sometimes we get angry letters about games that got a 4.5 for Fun Factor, and the reader asks why we hated the game. Um, what? There's no hatred if the game gets one step below our highest rating. We can tell you that the companies don't complain about praise.

Socks To Be InterAct

Got a question for ya. Over the past couple of months, I've been trying to access InterAct's websites (interactaccessories.com and interact-acc.com) and have been terribly unlucky. I hope the sock monster didn't eat them. That would be horrible.

► Cevius-Via Internet

Yes, but InterAct's fate is worse: The company no longer exists. Rival Mad Catz swooped in and bought up the GameShark name, and some of the surviving ex-employees moved on and set up Elite Interactive, the folks behind that mammoth 13.3" TFT LCD screen. But if you're seeking support for a faulty memory card or any other customer service, you're outta luck 'cause they're outta business. Intec just bought the leftovers.

Dolph! Dolph! Dolph!

Who is this Scott Dolph mentioned in the game Metal Gear Solid 2: Sons of Liberty? I just recently got back into playing it, and the name Scott Dolph came up a lot. He was the CO on the Tanker mission. He was Fortune's father (not really a spoiler because she men-

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tions that Snake killed her father on the tanker). He was the voice of the "hostage" mentioned in the credits. He did some things for the production of the game. Plus, Snake tells Raiden about Dolph being bisexual. Why is this one person all over this game and made the butt of some jokes?

► Maestro-Via Internet

Scott Dolph is Hideo Kojima's translator (he translates everything Mr. Kojima says—even if another translator is provided). Mr. Dolph was at the Nintendo press conference at E³ during the Twin Snakes segment, and he acts more as a "handler." Everything Mr. Kojima says goes through Mr. Dolph when translated from Japanese to English. Major Mike, who often stalks, er, interviews Mr. Kojima at E³ and other industry events, has never seen his target without the enigmatic Dolph by his side.

Gordon Had a Little Lambda

My friend and I want to know something! What is the weird sign that is the Half-Life logo? It's normally shown as the "a," but I think it is something different. Can you tell me what it is?

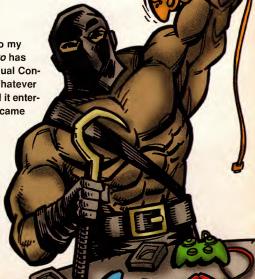
► Aaron-Via Internet

The Half-Life logo is not the letter "a"—you're right to be suspicious. It's the Greek letter lambda in lowercase. (Uppercase is an upsidedown V as seen in *Revenge of the Nerds*.) The reactor at the Black Mesa Research Facility is called the Lambda Reactor. In science, lambda is used in the calculation of decay of radioactive substances—better known as a material's half-life. So it all makes sense if you pay enough attention in class. And none of this will make the

Longing for Torture

sequel come out any faster, anyway.

It has recently come to my attention that GamePro has stopped doing its Annual Controller Torture Test. Whatever happened to it? I found it entertaining how you Pros came up with ways to see how well controllers are built. The test that sticks with me the most is the one where you guys and gals flung the controllers against brick walls. I also found the information about them after each test to be helpful because it







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informed me of which controllers were worthy to buy and which ones just plain sucked. So anyways, how come there has not been a recent controller torture test?

Hellspawn—Via Internet

Well, the main reason we put a stop to that series of annual articles is that it was getting way out of hand. The goal was always to provide decent advice on which controllers were worth the money, and as it went on (we did it three years in a row), the "simulations" of intense real-world wear got more harsh and more strange—and in the process, less useful. Sure, you might drop your controller or, in a fit of rage, throw it against the wall, but would you really hit it with a hockey stick? What real-world occurrence does that simulate? It seemed like we were setting up every controller to fail, and our results-first-party controllers came in first every year-were ultimately obvious. So what were we proving, and how were we going to get all those shards of broken plastic out of our hair? We found no good answers other than, "It's fun to break stuff." Instead, we've been doing two accessories per issue in GamePro Labs plus some expanded controller coverage in gift guides, but we might go back to the torture test concept...it seems like a lot of people miss it. Or maybe they're just sadists.

Down in Blades of Glory

I have a complaint about those damn Star Wars games. In the movies, the weapons of Jedi are the lightsabers. Don't get me wrong—these kick ass; they kill on contact. So how come in games, the friggin' things take multiple hits before killing someone? Like in the duels,

they should kill your enemy if you miss the saber and hit them and vice versa. I don't understand what the hell LucasArts was thinking when they decided to make this feature in the game.

► XboxerPhil—Via Internet

Your question caused much geek discussion here in the office. Some of the more interesting responses (that we could print anyway) include Analog Avenger's explanation: "The biggest problem with your one-hit-kill system is that all the games would have to be called something like Star Wars: Jedi Massacre because it would be nearly impossible to proceed 10 consecutive seconds through a game without dying. Also, remember when Mark Hamill guest starred on The Simpsons and made his entrance at BiMonSciFiCon by walking out of a spaceship and knocking over cardboard stand-ups of Stormtroopers with a plastic lightsaber? That's what the games would be like with the one-hit-kill system." Strafe Maru concurs: "Every time we see a Jedi touch anything with a lightsaber, it literally falls apart (unless it's another lightsaber, of course); however, I think this falls under the category of 'things that are the way they are because if they weren't, they'd be way less entertaining.' The Star Wars universe seems particularly susceptible to this problem when you consider what color you would paint your spaceships if you were going to be dogfighting in deep space...of course you'd paint them black so you could have the advantage of some pretty decent camouflage, but it makes for a really boring movie!" But as always, D-Pad Destroyer has the final word: "The reason you can't kill with one hit with a lightsaber is because you suck. Evervone else can do it."

For more letters, go to GamePro.com!

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BUYERS BEWARE

Tried using Scotch tape, turning it upside down, and sacrificing chickens and your PlayStation 2 still won't play your *Vampire in Brooklyn* DVD? Well, The Watch Dog asked Strafe Maru to tell you about something he tried that you may be interested in....—The Watch Dog

Teach Your PS2 How To Read...Again

My PlayStation 2 has not been reading my discs correctly for months. I did some searching on the Internet and found a site that gives detailed instructions describing how to help fix this, along with loading problems, skipping discs, and sketchy DVD playback, at tweak3d.net/articles/ps2repair/2.shtml. I am pretty handy with tools, and I have no problem voiding my warranty by taking apart my console, but before I go through the trouble, I was wondering: Will this really work?

► Scott Holbert—Via Internet

Strafe Maru followed the site's walkthrough after experiencing loading problems with his PlayStation 2, and he swears by it. This method can be a cost-effective alternative to shipping your console to Sony for repair... as long as you know what you are doing, which brings us to the most important part:

Following any or all of these instructions will void your warranty. By attempting this, you may wind up damaging your PS2 even further, and it may not even fix the problem. Do not attempt this repair unless you are confident in your own abilities and willing to take the inherent risks—both to your console and your own health as you will be working with live electricity. Adult supervision is strongly recommended throughout this process.

That said, if you still want to go ahead and follow the site's instructions, then by all means, go for it. And for readers who don't have Internet access and want to try this yourself, here's a repair play-by-play provided by Strafe Maru:

"First, make sure you have the following items at your disposal: a Phillips head screwdriver, an extremely small Phillips head screwdriver (suitable for eyeglass repair), a butter knife (to pry off the little plastic covers on the screws), isopropyl rubbing alcohol (the higher the percentage of alcohol, the better), some cotton swabs, and a permanent marker (preferably with a fine point). Once you have these items, you're ready to take apart your PS2. Keep in mind that this is the fastest way to void your warranty, but if you've had your PS2 for more than two years, it has probably already run out. Before beginning the dissection, take a moment to touch

something metal in order to ground yourself and relieve any lingering static charge that may have built up on your body as it is deadly to the insides of your PS2 (a metal desk lamp is ideal).

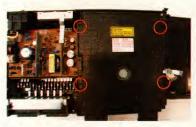
"Now that you're tooled up and static free, flip your PS2 over and use the butter knife to remove the little plastic covers for the eight screws around the perimeter of the device, then use the Phillips head screwdriver to re-



move those screws. Be sure to keep the screws in a safe place so that you don't lose any! Once all of the screws have been removed, carefully flip your PS2 over again and position it so that the disc tray would open toward you.

"Delicately lift and pull the upper portion of the PS2 housing off the lower portion while making sure that the ribbon cable connecting the lower portion to the power switch on the upper portion remains intact (you can remove the tape from the drive, but don't break that cable!).





"Now use the extremely small Phillips head screwdriver to remove the four screws that secure the cover of the DVD drive and then remove the cover. Be particularly careful with these screws as they are very small.

"Find the little white gear at the rear of the DVD drive, particularly where it contacts the metal sprocket. Mark the point of contact with the permanent marker so that you can set it back to its original position if necessary (it also helps you to measure how far you've twisted the little bugger!). Once



you have marked the gear, you can turn it either clockwise or counterclockwise, and you should see the laser lens assembly tilting as you turn it. Turn the gear about an eighth of a turn. Take a minute to soak the cotton swab in alcohol and then rub it over the laser lens to clean it. Wait about five minutes for the alcohol to dry (it might dry sooner, but why take a chance?).

You are about to turn on your PS2 while it is still disassembled. By doing so, you run the risk of electrocution. Seriously, 120 volts is nothing to screw with. Double-check everything before touching anything. Adult supervision is strongly recommended.

"Carefully plug your PS2 into your TV and an electric socket to test out your handiwork (you don't have to put it all back together, and you probably don't want to as you may not get it to work the first time you try it). Replace the DVD drive cover (you don't have to put the screws back in yet) and insert one of your "problem" discs. If the disc still won't read (and there's a chance that it might not), unplug the PS2 and fiddle with the white gear some more, but don't go too crazy as it shouldn't need that much turning—about a quarter to a half turn is the most it should require. Once you've successfully tested some discs, close your PS2 by replacing all 12 screws. Congratulations, you have successfully field-serviced your PS2! Now, about your PC's processor upgrade..."

Submissions

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GOTTA HAVE ~ SWEET?



Nintendo's Mystery Machine

New hardware to debut in 2004-but what will it be?

As 2003 wound down, Nintendo started putting its 2004 plans into place, breaking some good news with some bad. While there's a new Nintendo machine on the horizon, it may not be what you think—and there are more pressing matters at hand.

First, the bad news: The company announced a \$26.7 million loss for the first half of its fiscal year. Citing slow GameCube sales and unfavorable international currency rates, the loss was the first the company has posted in over 40 years. GameCube sales were slow—about 890,000 units sold in the six-month period—but the Game Boy Advance continues to perform well with over 8 million machines sold worldwide. The second half of Nintendo's fiscal year includes the key holiday shopping season, and the company is sticking with its prediction to sell 6 million GameCubes before March.

However, by May, the buzz will be surrounding Nintendo's newest piece of hardware, which will make its debut at the Electronic Entertainment Expo (E³) in Los Angeles. What's not being discussed yet is the nature of the hardware—there's no word on whether it will be a handheld system, a TV-based console machine, or something else entirely. Nintendo currently has technology development deals with ATI, NEC, Sharp, and IBM, any or all of which could bear fruit for the new machine.

With the price of the GameCube slashed to \$99 this past fall, many people speculate that the mystery machine will be its successor and the original GameCube will disappear, but that's merely conjecture. Furthermore, the console has resumed production (it had ceased in January 2003 but was restarted in November 2003) to meet expected holiday demand. Then again, the GBA is the company's true moneymaker at the moment, so this new machine may be an extension of that line. Nintendo, for its part, is keeping mum on its true plans and any other details about the new machine. When we have concrete information, you'll see it here.

Activision Acquires Infinity Ward, Cancels Sequels

Nintendo is not the only company facing some concurrent highs and lows. Activision recently acquired game developer Infinity Ward, the team behind its acclaimed PC World War II shooter Call of Duty. Key figures Grant Collier, Vince Zampella, and Jason West have signed long-term contracts to stay with the company; this is in

Enjoy this screen shot of Trinity; now that the game has been cancelled, there won't be any more.

On the downside, the company slipped into the red for its second fiscal quarter with a net loss of \$10.1 million. Even though a boost was expected for the holidays (Activision had no strong stand-out release during the period of loss), the company chose to cancel a few games in development, which, according to Activision President Ron Doornink, will "align our business with the evolution of the video-game market." The canned titles are Shaun Palmer's Pro Snowboarder 2, Street Hoops 2, and the sci-fi multiplatform shooter Trinity. The company also moved the release of Doom 3 out of fiscal year 2004 and into 2005. This doesn't necessarily mean that Doom 3 is officially pushed back because id software has not offered a release date, but late 2004 seems realistic.

line with Activision's goal to build Call of Duty into a major brand.

Hackers Crack the N-Gage

Nokia has confirmed that hackers have cracked the copy protection code of games developed for the N-Gage handheld console. In November, the gaming website Spong.com revealed successful hacks of N-Gage games, saying the games could be "cracked like an egg."

"We have discovered that some of the N-Gage games are available for downloading on a number of websites," said Damian Stathonikos, a Nokia spokesperson. "We will work closely with ISPs and authorities, and continue to develop our own copy protection mechanisms to curb this action."

Club-Siemens.net, an unofficial website for users of Siemens mobile phones run by Silje Brevik and Jorgen Molna, posted a message confirming that N-Gage games can be downloaded and installed on the Siemens SX1 mobile phone, showing several screen shots of N-Gage games installed on the phone. It was also stated that N-Gage games run "very well on the SX1" with "nice" sound and "perfect" graphics. Siemens phone users only need to transfer the game file to the MMC and use a specific application to install the game, according to the post.

One gamer, who chose to remain anonymous, said he was surprised to see how easily N-Gage games could be cracked and also by the fact that the games run on other Nokia phones, such as the 3650 and 6600 models. "I was under the impression that the N-Gage was completely different hardware, but this doesn't appear to be the case," he said.

The news of its handheld console being cracked doesn't seem to be a total surprise to Nokia. "We thought this might happen," Stathonikos said. "This behavior is, unfortunately, a relatively common occurrence in the gaming industry." The N-Gage has received a lukewarm reception with some figures showing that the N-Gage sold only 5000 units at its U.S. launch.

Sony To Cut 20k Jobs

Due to poor electronic appliance sales and cheaper competition, Sony has been on the decline recently and will cut 20,000 jobs, or about 13 percent of its 161,100 global work force. Sony said the job cuts will happen over the next three years and will include 7000 workers in Japan. The overhaul aims to capitalize on its strengths—entertainment, electronics, and video games—while trimming costs

"It may appear as though Sony is being sucked into a black hole," Sony Executive Deputy President Ken Kutaragi said at a press conference in Tokyo, showing a slide that had a black dot in the middle of a sky with images depicting Sony's electronics, game, and entertainment sectors. "But we hope to create a 'Big Bang' that will lead to new business."

In the U.S., Sony plans to integrate overlapping administrative and corporate jobs, merging the East Coast operations into the West. Rick Clancy, a spokesman for U.S.—based Sony Electronics Inc., said moving most of Sony's East Coast operations to the West Coast may result in a "few hundred" layoffs but that the actual number of cuts remains unclear. Sony has about 22,000 employees in the U.S.

Nintendo's iQue in China

With all the speculation over what Nintendo's next big U.S. game machine will be, know this much: It's not the iQue. The iQue (scheduled for a China-only release at the end of 2004 for 568 Yuan, or about \$69) is essentially an N64 contained in a controller. The product will come with an AV cable, power supply, a 64 MB flash card, and the full version of the puzzle game Dr. Mario. The flash card will also include demos of The Legend of Zelda: Ocarina of Time, Super Mario 64, Wave Race 64, and Star Fox: Lyat Wars. Full versions of these games can be unlocked at authorized Nintendo booths for 48 Yuan (\$5.80). Nintendo has taken numerous steps to ensure a solid digital distribution system for the iQue, no doubt in part due to China's rampant piracy The in-store booths will apparently be capable of updating the operating system on the console, and the flash card will keep track of games you've purchased, enabling you to put games back in without having

Although the iQue will not likely be sold outside of China, the iQue reportedly features NTSC TV (China is a PAL territory) output; this could suggest that Nintendo plans to launch the console overseas in the future.





PS2: The Sims-Bustin' Out



PS2: 007— Everything Or Nothing



PS2: NFL Street



GameCube™: Final Fantasy Crystal Chronicles

The GP Interview: Bill Roper

Bill Roper was vice president over at Blizzard and made many, many trips to *GamePro* to show StarCraft Ghost and WarCraft III. When we heard that he had left Blizzard and formed his own company called Flagship Studios (along with Diablo creators Dave Brevik and Erich and Max Schaefer), we had some questions for Mr. Roper.

GamePro: We wanted to ask about the situation surrounding you leaving Blizzard. A lot of you guys left all at once. Can you talk about that?

Bill Roper: It's kind of interesting, really. Leaving Blizzard was never a goal or intention of ours. There was the pretty well publicized search of Vivendi Universal to sell off the game division, and obviously Blizzard was going to be a key component in that. We were concerned that we didn't have any real insight into what was happening and no chance to have any communication with Vivendi Universal, so we ended up tendering resignations with the goal of having them call us. It was really a way to show how serious we were about wanting to talk with these guys, and Vivendi elected not to afford us that opportunity. I guess they found it was easier to accept those resignations than to give us a phone call.

GP: So you guys got together and said, "You know, we should start our own company?"

BR: Yeah, pretty much. As soon as we knew what was happening, we all sort of jumped together and said, "Well, what are we going to do?" We all love working with each other and respect each other's abilities, so we said, "Let's do what we know how to do best," and that's make games.

GP: Have you thought about what kind of games you're going to make?

BR: Yeah! We're already working on our first one. We've been working on it for a few months now. It's still way too early in our process to talk about it, mainly because it's going to change a thousand times before we ever show it for the first time and, obviously, we want to get the biggest punch possible when we do show it for the first time as there will be a lot of expectations, I think. We're definitely not doing something that's exactly what we've done before. We've really set that as a goal for ourselves because we don't want to just chase our past success. We want to build on it and make the next big thing. It's an idea that we're surprised hasn't been done before, and it is definitely something that we all want to play. We're staying where our strengths are and our reputation is, and that's the PC. We think that the idea we have is very console friendly, though. But I do think that the concepts and the idea of the game we have, with the right focus, could be turned into a really kickass console game.

EyeToy Production x14

Can't get enough of the EyeToy? Neither could the rest of the world. After the peripheral's incredibly strong European debut (1 million units sold between July and October), manufacturing partner Nam Tai Electronics announced that it had increased production from 50,000 EyeToy units a month

14 times as many li'l USB cameras as before. "We are very excited to see that the EyeToy has received such a great market response since its first launch in Europe," said Tadao Murakami, chairman of Nam Tai. "We believe that the EyeToy will continue to make a great success with its forthcoming release in both Japan and North America." The EyeToy was designed by California-based peripheral specialist Logitech, which also created the

SOCOM USB headset for Sony.

to-are you sitting down-750,000 units a month, or



Overseas news from Japan's finest news source

Xbox Price Drops in Japan

With console sales even lower than the PS one's and the PS2's recent price drop, Microsoft cut the price of its console in Japan by over 30 percent on November 20. Famitsu reports that the new price is 16,800 yen (\$155), down from the previous price of 24,800 yen (\$228). Microsoft's announcement came a week after Sony announced its own price cut for the PS2 in Japan. The PS2's new price, which went into effect November 13, is 19,800 yen (\$180), which means the Xbox is 3000 yen (\$28) cheaper than the PS2. For a limited time, Microsoft is offering a holiday "Platinum Bundle Pack" that includes Halo, Project Gotham Racing 2, an extra controller, a DVD playback kit, and two free months of Xbox Live with the console for 19,800 yen, the same price as the PS2's new price.

Movies on the GBA

In November, AM3 launched its Advance Movie Adapter, a peripheral that plays movies and video off specially modified Smart Media cards. Priced at 3200 yen (\$29), the Smart Media adapter allows customers to view popular TV shows, movies, and music by downloading them at kiosks at retail outlets. The Smart Media card sells for 1800 yen (about \$16) and costs anywhere from 100–400 yen to download content (\$.90–\$3.60). It stores up to 24 minutes of video content. For a limited time, AM3 is offering four episodes of the popular cartoon series *Detective Conan* with its launch of the Advance Movie Adapter, priced at 3800 yen (\$35).

Gran Turismo 4: Prologue Version

Sony recently unveiled Gran Turismo 4: Prologue Version in Japan, a smaller version of the upcoming massive Gran Turismo 4 game. Featuring over 50 cars, including the SL 55 AMG, Rx-8, Ford GT, and Skyline, and five race courses, Prologue Version is as big as other race games on the market. The five courses featured are Italy's brick-layered rural roads, downtown New York (complete with Times Square), a rally course through the Grand Canyon, a classic version of Fuji Speedway, and a short technical race course called Tsukuba Circuit. The full version of GT4 will have about 500 cars to choose from, a huge jump from Gran Turismo 3's 150. In addition to old classics like the Nissan 240Z, cars unveiled at last year's Tokyo Motorshow will also make an appearance, including Honda's HSC concept (a possible successor to the NSX). Aside from the aesthetic pleasantries, one notable new twist will be the "human element." The pit areas will now have pit crews that change your tires, and Rally courses will have realistically neurotic fans who stand in front of cars speeding and skidding at 100-plus miles

Gran Turismo 4: Prologue Version was due to be released on December 4, 2003, a month before the release of the full version, which was slated to go on sale in Japan on January 6, 2004.

Sega's Sonic Theme Park

Famitsu Online revealed that a "Sega World Sonic Town" opened in the Gifu prefecture of Japan this past fall. The theme park centers on Sega's iconic hedgehog and features Sonic live shows and over 170 game machines (mostly prize games). Sega also plans to unveil the latest information on upcoming Sonic game console titles and Sonic anime series at the theme park.



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What is overclocking, exactly?

SYLVAX-VIA GAMEPRO.COM FORUMS

Oh, damn-I was going to give you a vague answer, but since you asked for it exactly,

okay. In broad terms, overclocking is a way to improve the performance of your computer by making it run faster than it's actually designed to run. But before we get too specific, let's talk about 21-inch rims.

Let's take fine automobiles as an example. Anybody can drive around in a stock Toyota—but if you really want that Supra to be super, you have to trick it out. Of course, the coolest paint job and all the neon in the world won't make the car go faster, so if you really want high performance, you have to mess with the motor. Overclocking your computer is like running nitrous oxide boosters into your engine—you speed up a hell of a lot, but if you push it too hard, something's going to explode. So overclocking is something of a subtle science combined with an extreme sport.

Every modern PC runs on a basic input/output system, more commonly known as the BIOS. This is the core set of instructions that flash on your screen before the Windows logo comes up-a quickie diagnostics check to make sure your hard drive and video card are where they should be, and then things get rollin'. The BIOS also contains information about your computer's main processor and its clock speed. For instance, if you have a Pentium III 700, the 700 is your clock speed, or how many million cycles per second the chip can compute. Higher clock speeds mean faster computers. But what if you could trick that 700 MHz chip into running at, say, 750 MHz? Unreal Tournament would run even faster. So enterprising tinkerers went into the BIOS, changed some things they probably shouldn't have changed, and got mo' power for no money.



One problem, though: All that electricity coursing through a computer chip creates a lot of heat (sorry, we're being exact, so that's exothermic radiation), and if you run them too hard, computer processors kinda, you know, melt. Hence the vast market of case fans, custom heat sinks, even water-cooled cases, all to keep those overworked, overclocked chips from freakin' out. And why put all that stuff in if you can't add a little style? Hence, we get etched case windows, spinning LEDs, cold cathode tubes, and an eerie parallel that takes us back to the car thing-all the neon in the world won't make your machine go faster. But at least it will look fresh.

Some CPUs and motherboards are now designed specifically for overclocking—there are special settings in the BIOS that help take some of the guesswork out of the deal, such as variable speed fans that get constant temperature updates from the motherboard. And it's not just CPUs, either-video card chips get overclocked, too, in a desperate attempt to squeeze as many triangles out of the silicon as possible. It's still warrantyvoiding, potentially dangerous stuff and not for novices; if this is all new to you and you want a faster computer, you're probably better off buying a new one. Do that. Do exactly that.

Got a gaming tech question? Send it to geekspeak@gamepro.com!

Tome Reader: Book Reviews

Because Batteries Die

"Throughout 13 chapters, Game Art presents the complete guide to the world of computer and video games." Well, no-what Dave Morris and Leo Hartas's Game Art: The Graphic Art of Computer Games presents is a decent look at the visual world of computer and video games, but sometimes it tries to put screens so large on its oversized glossy pages that the result is actually not a compliment to the games (the entries for Animal Crossing and TimeSplitters 2, for instance). There are some interesting storyboards and other behind-the-scenes peeks at how game art elements are created, from characters and creatures to textures

and the oft-ignored realm of user interfaces. With chapters divided by genre, there's bound to be at least one you want to browse-but browse first because at \$30, this very wide scope

You can't say that about Marc Saltzman's Game Creation

may not be deep enough to satisfy.

and Careers, a fat 700-plus page paperback that starts with the core elements of game design and works its way through puzzle design, A.I., art and animation, all the way up to creating shareware and breaking into the biz-even the forgotten realms of public relations and technical support. Along the way, there's a ton of advice straight from the mouths of the people who know because they've been there: Sid Meier, Shigeru Miyamoto, Will Wright, Yuji Naka, Lorne Lanning, Hideo Kojima, Joel Jewett, and literally dozens more. Instead of a straight-up Q&A, the interviews are relayed through a somewhat uncomfortable excerpted-quote format, so the book isn't exactly a smooth read—but the extremely practical information it contains is very well organized as a result (lots of lists and clearly stated guidelines), making it an invaluable handbook for anybody who's serious about a future in the game business—any aspect of it.



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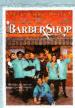
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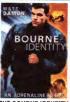
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PRONEWS

GamePro Labs

Gamester Game Changer SP

Rating: 4.5

What a great idea—a three-game jukebox for your GBA! No more losing your games in tiny pouches—or worse, forgetting cartridges in your pockets before you throw your jeans in the wash. The Game Changer plugs into your GBA SP like

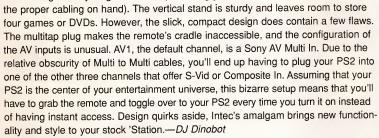
a normal (albeit huge) cartridge; you pop three games into its slots along the sides. A simple three-way switch controls which game is in play at any given time, and if the SP is turned on, you cannot switch games without powering down—a nice safety feature to avoid accidents. The unit itself is very light, and textured rear panels offer good grip. Better still, the wider profile actually reduces SP hand cramp. Granted, it works only

on GBA SP games (no original GB or GB Color titles—so that means ixnay on carrying around the troika of Pokémon Red, Blue, and Yellow), but for this price, how can you not want this?—Dan Elektro

Price: \$9.99. Contact: Radica, 972/490-4247, gamesterusa.com

Intec DVD Remote, Multitap, and Vertical Stand Rating: 4.0

Intec brings you the greatest hits of PS2 accessories in one monumental package. The first thing you'll notice is your PS2's new striking profile as it sits on high, flanked by four controller and memory card ports. The base station features S-Video, Composite, and Sony AV Multi video jacks; four inputs and one output allow you to funnel all your signals through this central point. The cute little remote switches between AV inputs and operates the PS2's DVD functions. It's a breeze to get everything connected (assuming you have



Price: \$34.99. Contact: Intec, inteclink.com

Best-Selling Video Game Titles: October 2003

F	TITLE	PLATFORM	PUBLISHER
1	NBA Live 2004	PlayStation 2	EA Sports
2	Jak II	PlayStation 2	Sony
3	Madden NFL 2004	PlayStation 2	EA Sports
4	Super Mario Advance 4: Super Mario Bros. 3	GBA	Nintendo
5	WWE SmackDown! Here Comes the Pain	PlayStation 2	THQ
6	Tony Hawk's Underground	PlayStation 2	Activision
7	Star Wars Rogue Squadron III: Rebel Strike	GameCube	LucasArts
8	Tiger Woods PGA Tour 2004	PlayStation 2	EA Sports
9	NBA Live 2004	Xbox	EA Sports
10	Viewtiful Joe	GameCube	Nintendo

Source: The NPD Group/NPD Funworld

treet...NFL Street...Microsoft's next console, sometimes referred to as the Xbox 2 or NextBox, is reportedly code-named Xenon. Damn, just name the console that for real-that's cool. And noble! • Okay, it's understandable that you would want to use sport-specific terminology in your headline for a basketball game, but does anybody not see an old man drooling on himself when you read the headline "NBA ShootOut Dribbles Into Stores"? Maybe it, um, depends on your point of view...but we're not revealing the name of the guilty party. It wasn't 989. Not that you really needed to read it to make it true, but believe it or not, Rockstar Games says it's going to give this GTA thing another try. No details, just a confirmation in a fiscal announcement. Exactly the kind of tease that keeps one's stock values high. • Why has the game industry suddenly suffered a deadly bout of colon cancer? They're everywhere: extended titles for games that don't really need extended titles. Star Wars Roque Squadron III: Rebel Strike, Castlevania: Lament of Innocence, DDRMAX2: Dance Dance Revolution, True Crime: Streets of L.A., R. Racing Evolution, and the completely unnecessary Super Mario Advance 4: Super Mario Bros. 3, just to name too many. Folks, it's like this: If your subtitle is longer than the main title, assume that people will use one or the other, but not both. Take a cue from Jak II and Ninja Gaiden: Save yourself some trouble and leave it off. Besides: You're driving our copy edit staff bananas. • Far Cry...Far Cry...Far Cry...Far Cry...Far

Internal Combustion









Babble: Auch 'n Amrich Doodles: Mac

THE BARS

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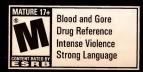


The Suffering is an all-new next-generation entry into the action horror genre, and the first game of its kind to probe into the very unsettling and seedy underbelly of a maximum-security penitentiary, which is haunted by horrific and grotesque apparitions, all represented by the unique and disturbing executions that previously befell them. Take on the role of Torque, an inmate who must face much more than his own inner demons and the harsh and gritty reality of death row, as he fights to escape the unleashing of the penitentiary's gruesome secrets in what amounts to be a challenging and terrifying journey through one of the most hellish environments ever imagined. The Suffering features ultra-mature content and three distinctly different endings depending upon how you choose to survive.

CREATURE DESIGN BY STAN WINSTON STUDIOS

"Midway's action/horror title could be the most gruesome videogame ever"

"...adults will get a demented, **SCARY ride"** - Game Informer

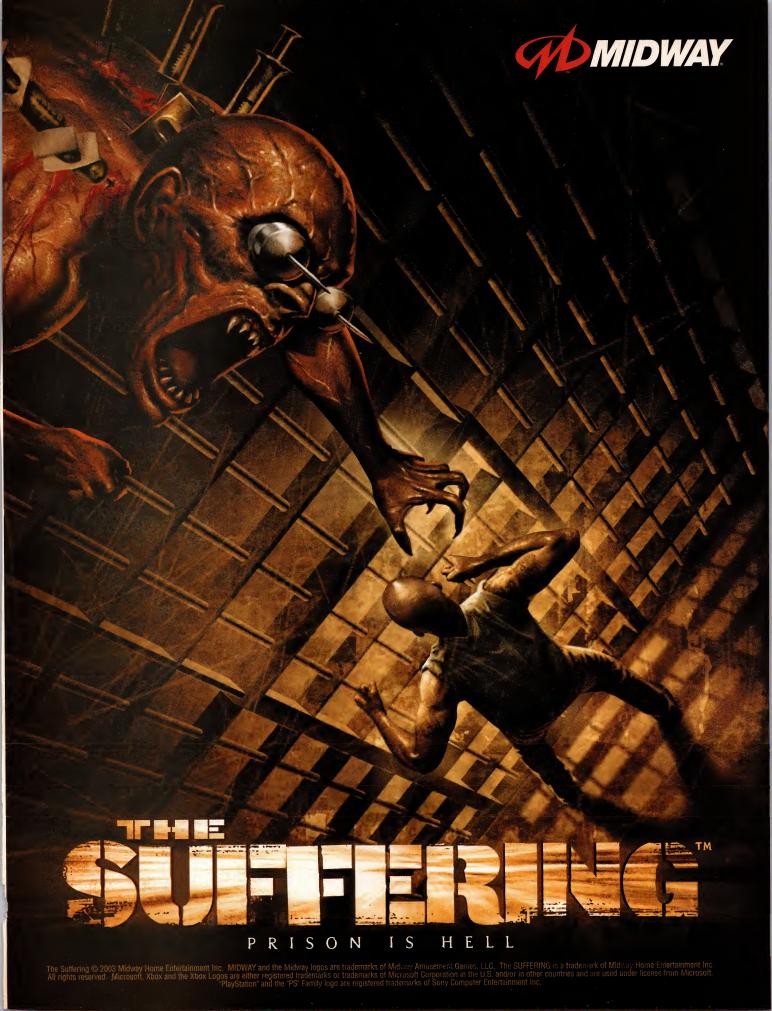




PlayStation_®2





















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"A rock-solid, real-time strategy game."

GAMEOVER ONLINE MAGAZINE

"The visuals are simply awesome."

- PLAY MAGAZINE



"The great storm
"s is coming, but the conting the fide has furned."

-Gandalf



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our Own Damn

You asked for EA's urban take on gridiron warfare, and now you're gonna get it. Football leaves the field with NFL Street—and saves a genre in the process. By Dan Elektro

irst, there was Madden NFL. And it was good, but it had lots of rules and players, and eventually it became a religion. Then there was NFL Blitz, and it was good, but it lost its way, forgetting its arcade roots and the joy of simplicity. But now there is

NFL Street, which offers true harmony between arcade and simulation football games, but with more attitude than both of them put together. Oh, and it's fun, too.

EXCLUSIVE FIRST REVIEW

All Yoked Un

NFL Street streamlines pro football to a seven-on-seven battle of not just athleticism but also the ability to be a pure show-off. It's as much about how you play as it is about the sport itself. That sense of personalityin the forms of flashy moves, choice of clothing, and self-expression through customization—is a crucial element to the game, by design. Producer Graeme Bayless says that NFL Street lets gamers "play football the way we envisioned it as kids. Play how you want, dress how you want, and show your style." That philosophy is everywhere, on the field and off. Custom teams with your favorite colors and choice of logo are only the beginning-you can name, upgrade, and dress each individual player as you see fit, unlocking new (and very detailed) gear like shoulder pads, basketball jerseys, and shoes as you go (some of which boosts performance). The depth of customization gives gamers a true sense of ownership, making victories truly something to celebrateand defeats all the more stinging.

Of course, there are a few current and past superstars crammed in here-say, 300 or so. NFL Street features real players like Randy Moss, Donovan McNabb, and the Raider Woodsons, all pumped up to cartoon proportions (just like the basketball stars

in its crosstown cousin. NBA Street). Massive muscles,

huge tattoos, XL afros... t's based on reality, just bigger. The result may annoy football purists, but gamers who know they're getting into a fantasy treatment of pro sports won't

mind-and according to Bayless, neither do the players. "We've had

the game in front of a bunch of

guys, including Shannon Sharpe, Ray Lewis, Mike Vick, Barry Sanders, Marcells Wiley, and others," he says. "They love the way they look, all 'yoked up' as they say. They've really appreciated the attention to detail in their faces, tattoos, and all that."









Undo the Helmet Naturally, the players perform over-the-top moves to match their looks. There's plenty of end-zone dancing, tricky passing, and plain oi' bragging, none of which (well, okay, not as much of which) you'd find on an NFL gridiron. Player animations are super-smooth, and moves like jukes and dives are linked very well; details like shaking off a collision and some taunting after a denial help sell the personality even more. Tackles are especially brutal with helicopter spins and backflips a fairly common (but still exciting!) occurrence. "Though obviously football is a contact sport, that contact is all within the context of football," says Bayless. "NFL Street has no wrestling-style moves or the like that don't fit the context of football." Maybe wrestling is in the eye of the beholder-you'll spot a clothesline tackle in almost every Street showdown-but it's true that there are none of the late hits or leg drops that NFL Blitz fans so often see.

However, bringing out player personality and a sense of style also means bringing down some barriers, including the removal of helmets from the players. Granted, that's how everybody plays a friendly game of football in the park-but generally, it's not full contact the way it is here with hard-hitting slams that spin players in mid-air before they come crashing down and head-first dives into end zones. Still, even the league understands it's all a fantasy. "Agreeing to have no helmets wasn't really a major negotiation," says Bayless, "as the NFL understands that bringing out player personalities is a key to success for NFL Street."



Player personality is more than just a catchphrase—it's part of the gameplay. Any pass, tackle, run, or catch can be modified by holding down the Style button, which adds personal flair and scores extra GameBreaker points at the risk of not getting the job done. For instance, a no-look pass will net you 3000 more GameBreaker points, but it's harder to connect to your receiver; if he does catch it, he can highstep all the way to the end zone but might fumble when hit. Put a little Style into a tackle, and you'll gain some extra inertia for a harder hit, but you lose the ability to change your angle of attack. It's a constant balancing act that offers another level of strategy to football, and control-wise, it's pleasantly simple. In fact, all three versions of the game (PS2, Xbox, and GameCube) feature responsive controls and pressure-sensitive passes-tap quick for a touch pass or hold











P: If you use Style or Welv to fumble. A lot.

the button for a bullet. Pitching is essential to success; often times, runs that would end in disaster can turn into touchdowns open teammate. While with a well-timed dish of the ball to a table, switching players the basic controls feel instantly comfo managing man-to-man in time to snag interceptions and eve e and sharp reflexes. coverage takes quite a bit of practi Then again, so does real football.

n't play a single scrim-True to the game's name, you we a beach, a rooftop, and mage in a stadium; the fields include even the lawn outside EA's own Bay Area office. Interactive sideline objects like surfboards on th atmosphere, especially when a player fences on the boundaries, however, side of a building but they won't be

now they're angry. All three version

features so A mix o beats duri develops urban, gru were good



beach don't interfere with plays, but they do add some nice goes barreling through them. The appearance of walls and ignificantly changes things. You can run opponents into the ut of bounds, so if they recover, look out-the ball's live and of the game look more or less identical; the Xbox version ne extra shine, this time in the form of nylon jerseys. rap and rock in the menu screens is joined by similar looping

g play (and points for having the beats change as the game

nd possession switches sides). The player chatter is varied,

and chock full of smart-alecky put-downs ("You thought you

well, I guess that's what you get for thinkin'!") that don't loop too much be annoying.

s. Machine

does come with tutorials on the unique elements of Street but they would be more interesting if they were interactive; gameplay re just watching a video of how proper play is supposed to

CONTINUED









look. You'll learn as much about game mechanics by doing it yourself, so a better way to learn to play is to dive straight into the NFL Challenges, which is where you'll spend most of your single-player time anyway. These mini-games are true to their name: tough situations and specific goals (race to 14 points, be ahead after X number of minutes, score TDs under certain conditions) that must be completed if you want any development points to help build your sorry-from-birth created team. It's proof of the adage that if you want to be the man, you've got to beat the man. You'll also ascend a tournament ladder, fighting your squad's way up the NFL's ranks while unlocking new fields.

When the teams are well-matched, the game feels great; just about any NFL squad can take

on any other without a huge ability gap to weaken the contest, and the limited playbook really forces creativity and unorthodox surprise moves. But any time you use your created squad against an NFL team, the odds are inevitably stacked against you-you won't have enough development points to get your team up to pro levels for several hours of play. It's frustrating to play to the best of your abilities and try to emulate the computer teams with Style moves and pitches, only to get hammered again and again, simply because you suck, by design. Suffice it to say that the football is not the only thing you'll want to throw as hard as you can. However, when you add the human element-whether you invite one to three friends over or, on the PS2, find someone to scrimmage online-NFL Street becomes a lot more fun. The dynamics of the game only really work when both sides have something to boast about and can back it up.

NFL Streak

The single-player NFL Challenge mode can destroy your enjoyment in short order, but as long as you have real-life friends to join you, NFL Street is a blast—and a much-needed shot in the arm for the genre. This should get football fans through the off-season in lots and lots of style.



■ Developed by EA Tiburon
■ Published by EA Sports Big
■ \$49.99 ■ Available January Football #4 players

For an interview with **NFL Street Producer** eme Bayless, o to GamePro.com!



PROTIP: One of the safest places to show Style is when diving into the endzone for a TD. It's an easy 1500 points.



EDIT TEAM



Pe	GRAPHICS SOUND CONTROL	4.5 4.5 4.0	4.0
X	GRAPHICS SOUND CONTROL	4.5 4.5 4.0	FUN FACTOR 4.0
©	GRAPHICS SOUND CONTROL	4.5 4.5	FUN FACTOR



BEEN THERE,

A lot of games today rely on a handful of gaming clichés that just get older and older each year. Will the madness ever end—or should it? By D-Pad Destroyer

You know what they are, even if you don't know it. The Chosen One. The Jumping Puzzle. The Exploding Barrel. The Crate. They're all part of a twisted zodiac of game design that finds references in pretty much every game in recent memory. Some are good, and some are bad, but they're all repeated over and over. But why? We've assembled a panel of game design experts to find out.

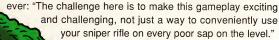
Clichés serve as anchors inside a game to help gamers get into the game more quickly. But once the gamer's there, do ever-increasing clichés help or hinder? Our panel took a look at some of the most-used gaming clichés to see why developers keep scraping the bottom of the explosive barrel.

READY, SET, STEALTH!

34 GAMEPRO FEB 04

Stealth levels had a stunning mainstream debut in Thief: The Dark Project, and they were perfected in Metal Gear Solid, but since then almost every action, shooting, adventure, or platforming game has featured stealth missions in one way or another. Alex Jones doesn't mince words; he calls the stealth mission "the worst thing that has ever happened to a good game since the dream sequence level of Max Payne."

Not everyone feels quite as strongly, but Jason Rubin agrees, "I don't like being forced to put my guns away. If I have guns, then damn it, I am going in hard." Bill Roper feels that stealth levels have their place, how-





▲ Away put your weapon—it's time to stealth!



► Can you survive the utterly contrived save system?

CRATE EXPECTATIONS

One of the most universally maligned clichés in gaming happens to be the hapless crate. Whether used to store power-ups, block paths, or trigger puzzles when pushed onto pressure plates in the floor, crates have somehow earned the critical eye of the industry. "Not sure if Naughty Dog was the first to do crates, but the TNT crate was definitely ours," says Jason Rubin. "Stacking different

types of crates to make puzzles was also our invention. Ratchet & Clank uses them as a foundation of gameplay. We don't get royalty checks."

Crates seem to be a mainstay of games, from platform games like Whiplash to hardcore shooters like Max Payne 2. Some games use them for puzzles, as seen in the Legacy of Kain games, while RPGs like Knights of the Old Republic return crates to their original use by packing them full of treasure and items. Larry Holland observes, "Bad guys seem to be untidy fellows and very bad at storing things in a warehouse where they

belong." In the crates' defense, Harvey Smith offers, "How else does one deliver grenades and lockpicks to one's elite field operative in enemy territory?"

One of the most-heard questions whenever a publisher shows a platform game these days is, "Will there be crates?" Crates are reviled, not because they're annoying or boring, but simply because they're everywhere.



It's the age-old rivalry of Kain versus the crates. This time, Kain wins.

SAVE ME! BUT ONLY, SAY, FIVE TIMES

This one really roused some ire among the panel. In many games, the number of saves or continues you have is very limited. This dates back to the glory days of the arcades, when game machines were designed to eat quarters like Pac-Man at a pellet buffet. Now that most gaming is taking place in the home, the idea just seems dated. Alex Jones asks, "How can you make a feature of something some coin-op marketer thought up to make sure the machine makes its turn-over targets?"

Lorne Lanning is one of the cliche's most heated opponents. "When I put a video game in at my home, I'm not sitting at a damn arcade and I'm not feeding quarters into the machine. I don't want to replay the same crap over and over and over and then be told that I have to start from the beginning of the whole dang shabang again because I didn't succeed in three lives. I refuse to play games with limited lives. These are the worst, and their time has long since past."

Jason Rubin approaches the cliché from a design perspective: "Making a player earn continues is exactly counter to good balance. The good players earn continues they won't use, and the bad players can't earn continues they desperately need."



ESCORT SERVICE

"These tend to suck. Even though we had escort missions in most of our Spyro games, they were always tedious and a bit frustrating," says Ted Price, who is responsible for some of the only escort missions outside the action or flight-sim genres. You know the scenario: You are the hero, charged with protecting a helpless person, animal, capital ship, or zeppelin through enemy-infested territory. Not only must you keep from dying yourself, but you must also make sure the poorly scripted moron makes it through alive as well.

Your mission: escort this moron with a target on his T-shirt and do so without tossing your controller through the TV

Jason Rubin compares escort missions to dating: "You have to do it, it goes slower than you want it to, you have to pretend to care about the other person, it sucks when you have to start over, and you lose interest once you get what you want. But we keep dating, don't we?" Bill Roper is the cliché's main defender, stating, "You can really break up a run-n-gun game with a well-scripted escort mission as you usually have to change your tactics completely."

MORE FUN THAN A BARREL OF NITRO

"Carefully arranging barrels of highly flammable material to ensure the most destruction in the smallest space seems to be in every modern and future secret lair builder's handbook," says Bill Roper. These days, any time you see crates in a game, you can be sure explosive barrels can't be far away. Barrel fan Harvey Smith says, "It's too awesome a gameplay moment to pass up. It gives the player tactical point-and-click death powers, plus it can lead to some interesting emergent moments. May the explosive barrel reign forever."

Think about it a moment. When have you ever seen an explosive barrel in real life? Yet they're everywhere in games, especially placed exactly where a stray bullet or whirling Australian marsupial can set them off in violent, health-meter-depleting fashion.

"Why not?" asks Jason Rubin. "If you fill them with Nitrous Oxide and paint them red, then they're going to explode when you hit them, right?" Larry Holland agrees, "Isn't that what barrels are supposed to do?"

Roper has some advice for designers dead set on red barrels: "Mixing up the gameplay with them—such as letting players tip and roll the barrels to then blow them up as they hurtle into the middle of a pack of goons—can do a lot to breathe new life into this cliché."



Barrel is gray, it's a peaceful day. Barrel is red, soon you'll be dead.

INTRODUCING THE PANEL

Our esteemed panel of experts contains some of gaming's best designers and guiltiest cliché-mongers.

Brian Fargo *CEO*, inXile

Known for: The Bard's Tale, founding Interplay Least favorite cliché: The Chosen One, "where some kid with no particular skills is picked to save the world from evil."

Larry Holland

President and Founder, Totally Games
Known for: X-Wing, Secret Weapons Over
Normandy

Least favorite cliché: "I'd almost rather have my teeth cleaned, twice, than do a jumping puzzle."

Alex Jones *Producer, Crystal Dynamics*

Known for: Whiplash

Least favorite cliché: Collecting orbs. "I hate them mostly because it seems like arbitrary busy work."

Lorne Lanning President, Oddworld Inhabitants

Known for: Abe's Oddysee, Munch's Oddysee Least favorite cliché: Limited saves/continues. "When I put a video game in at my home, I want to play, I want to win; I have a life and a job to go to."

Ted Price

President, CEO, and Founder, Insomniac
Known for: Ratchet & Clank: Going Commando
Least favorite cliché: "Every shooter has to
have a machine gun, a sniper rifle, a shotgun,
and a rocket launcher. It's basically impossible
to avoid."

Bill Roper CEO, Flagship Studios

Known for: StarCraft Ghost, World of WarCraft (for Blizzard)

Least favorite cliché: "For any developer out there who is making a game with jumping puzzles, please, please stop."

Jason Rubin

President and Co-founder, Naughty Dog Known for: Crash Bandicoot, Jak II Least favorite cliché: Mining for experience. "In the end, you are no more or less challenged fighting 'Thor, The God of Thunder' than you are a 'giant ant' when you started."

Harvey Smith Project Director, Ion Storm

Known for: Deus Ex: Invisible War

Least favorite cliché: "The rocket launcher.

Every time we include one in a game, I cringe."



Who'd have known that Buffy the Vampire Slayer is a hydrophobe?

WATER OF DEATH

The mightiest heroes in gaming fold like paper dolls when they face the most abundant resource on the planet. Water has been the bane of existence for heroes through the history of gaming. Bill Roper asks, "How does a hero who can slay mighty beasts, crush his enemies, and scale the highest mountain to save the kingdom from certain doom die by stepping in water?" Ted Price says, "Hey, as long as it's explained, it can work. The water is *really* cold! Or *really* toxic!"

Jason Rubin has an answer: "We opt for water that doesn't kill the player but never put anything useful below the surface. If we need to kill the player, then there is always lava."

g as it's explained, it can work. The e opt for water that doesn't kill the I below the surface. If we need to ava."

GOTTA GET MORE ORBS

Super Mario 64 came along and changed the industry some years back. Not only did it feature compelling platform gameplay in three dimensions, but it also ushered in the age of the collectable orb. Nowadays, this cliché is seen most often in the less imaginative platformers, which require you to seek out huge numbers of well-hidden orbs, stars, or jiggies to continue on with the game.

Yes, we're looking at you, Jason Rubin and Ted Price. "Sounds familiar, though I don't think I've seen any games with this cliché," jokes Price. Rubin explains his orbs: "In Jak and Daxter, we ran out of time to design gameplay, so we put in the Spyro gems. We just rounded them and made them orange." That pretty much sums it up right there.

In recent years, games have begun to move away from collectable orbs.
Alex Jones' Whiplash asks you to destroy property, not collect it, while Price's Ratchet & Clank and Rubin's Jak II have both pretty much ventured off into new platform-game territory altogether.

See Boss of You

Almost every game has bosses, those big monsters that are so powerful they command their own romand their own theme music. Usually, they mark a moment in which you take everything you ve learned up until that point and apply it all to end the life of one super-powerful creature.

Bill Roper is a big fan of the boss showdown: "I want a defined, visible goal, and quite often that is facing off against the

Bill Roper is a big fan of the boss showdown: "I want a defined, visible goal, and quite often that is facing off against the man/woman/monster that killed my family/destroyed my town/stole the princess. If the path there was fun and exciting, I can really revel in the challenge and the meaning of the final showdown." Jason Rubin adds, "On one hand, bosses never play as well as the rest of the game. On the other, they are the perfect gate for plot and story. Think of the action movie without the final fight against the bad guy. They are never dispatched in collateral damage; they must be thrown in a pit on a noose with a grenade in their pants."

Harvey Smith has even found an application for boss fights in real life. "I've been watching [Ion Storm Studio Director] Warren Spector for years now, looking for his weakness. I've noticed that "Don't worry, sir, your three distinct combat maneuvers are fine. Also, don't let them hit you on the glant thing on your head, or you'll die after three good, square hits."

sometimes, when he holds up a whiteboard marker, there's a strange marshmallowy orange organ hidden in his left armpit. But I'm afraid that if I strike at it and miss, he'll unleash an 18th level barrage of biz speak at me...for which I have no defense, really."



Remember this game? It's the one where you're in a chamber made of stone. You're moving from platform to platform, jumping and possibly fighting some enemies, and you have to avoid the lava or you die. Remember that one?

If you took a sample of all the games out there, particularly adventure games or platformers, you'll find that a majority of them have lava levels. Is there something about lava that makes it such a hot topic in gaming? Bill Roper points out, "Fire is way up there on

the 'cool factor' in games, so, by default, lava is cool." But he adds that lava "can be destructively frustrating when it is used for the instant death penalty."

Ted Price and Jason Rubin have both used lava in their own games. Price says that lava levels are "hard to avoid when you've gone through just about every environment idea possible and still have a few gaps to fill." Rubin adds, "Lava equals Death. That is a simple formula. It makes the danger areas painfully obvious. Lava is also cool. I don't know why."



Sometimes it pays to not get out of bed in the morning

On the other hand, Brian Fargo declares, "We have a standing order at inXile that if anyone puts in a lava level, they're fired."

CHOSEN FOR WHAT?

It seems like these days no one can be a hero without first being Chosen. Fate intervenes in a young character's life and chooses him or her to go out and defeat evil. This is a major plot in the RPG world, but it shows up in other places as well.

According to Jason Rubin, "It would suck to play the other 99 percent of dudes who are destined to fail." Harvey Smith disagrees: "I am far more interested in the counter to this cliché, the hero who starts out ordinary, with nothing but determination, then crushes everyone in his path on the way to cosmic superhero rockstar status. Someone who obtains importance by

You are the Chosen One, chosen by Fate to wear a big spiky hairdo and beat up slimes and sentient cactus creatures.

working for it, rather than being chosen by Fate." Brian Fargo even pokes fun at the Chosen One cliché in The Bard's Tale, making the main character a selfish, lazy lout who adventures solely for his own benefit.

Larry Holland feels we didn't go far enough with this category. "Add to the list: the 'Young Wannabe from Timbuktu who becomes the Hero,' the 'I Can't Remember Anything Hero,' 'The Boy Who Lost His Parents and Goes on a Revenge Spree Hero,' plus the old standbys 'The Reluctant Hero' and 'The Accidental Hero."



GAMEPRO FEB 04 37



▼ "Hey, that chain-toting thug had a full-on roasted turkey in his pocket! Looks like meat's back on the menu, boys!"

TREASURE POPPING OUT ALL OVER

You're in a big street rumble. You get the upper hand and knock out one of the bad guys. As he hits the ground (and begins blinking in preparation to disappear forever), a giant roasted turkey pops out of him and lands in the street. Your first impulse: walk over and eat that thing before someone else does.

Larry Holland says, "Most power-ups are just plain silly if you stop to think about them, but most of the time they are just plain convenient, so you rarely give them a second thought." Alex Jones notes that "roasted turkey is a little too cliché, but, say, a little package of jerky snacks...where's the harm in that?"

Of course, this goes for any kind of power-up exploding forth from a defeated enemy. "It always cracked me up when a broadsword would pop out of some wolf you just killed," says Brian Fargo. "I mean, where on Earth was he hiding the thing? And how about the powerful items that pop from other enemies? If they were so great, why didn't they use them?"

Harvey Smith gets a little more specific. "I love Diablo, where enemies die in a Pavlovian shower of blood, magic weapons, and gold. You cannot beat that."

MIGHT AS WELL JUMP

In the beginning, video-game characters could go left, right, up, and down. Shigeru Miyamoto was charged to create a new game, and so he brought the world Donkey Kong and its hero, Jumpman, later to be renamed Mario. Since then, probably 80 percent of game characters have had the ability to jump, and most of them have had not only the ability but also a directive to do so. Repeatedly.

"If I never see a jumping puzzle again," says Bill Roper, "I will be a very, very happy gamer." He adds, "I do think that there are ways to make this style of gameplay fun and non-frustrating, and I hold out The Legend of Zelda: The Wind Waker as perhaps the perfect example of how to accomplish this."

On the other hand, Jason Rubin defends the mechanic that got so many of his company's characters off the ground. "What's wrong with jumping? What sucks is games where you *can't* jump and there are ledges at knee level that you can't get over." However, even he isn't

totally convinced: "I am over 'butt-bonking.' It's as done as 'Von Dutch' hats."





"Step forward, step back, turn around three times, and jump, Mister Falcon."

ELEMENTARY, AS ALWAYS

You might not have noticed, but a disturbing amount of fantasy-based games use the elements (typically Earth, Air, Fire, and Water) as the basis for all magic in the game. D&D Heroes does it, as did Nightcaster. Even Pokémon uses its own version of the elements. Ted Price says, "Hey man, we're rip

of the elements. Ted Price says, "Hey man, we're ripping off fantasy writers who've been doing it for the last century. But yeah, it's getting old."

Brian Fargo adds, "I can see where the whole idea of using the elements as a basis for magic came from, but we've definitely had enough of that. I'd settle for the four basic food groups as the magical center at this point." Jason Rubin handles it even more succinctly: "If there was a book on overused design elements, this would be Chapter 1. I'm over it. Hire someone with some creativity."



Earth, Air, Fire, Water; sometimes Life and Death

MORE WHERE THAT CAME FROM

When the research into gaming clichés began, no one had any idea how big an issue it would become. The panelists had a lot of strong opinions on the topics; what you've read here is just a collection of excerpts. If you're interested in knowing more, check out GamePro.com for the full transcripts of the panelists' responses and a more exhaustive list of gaming clichés.



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Army of Zin declare war on the living.



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PlayStation₈2

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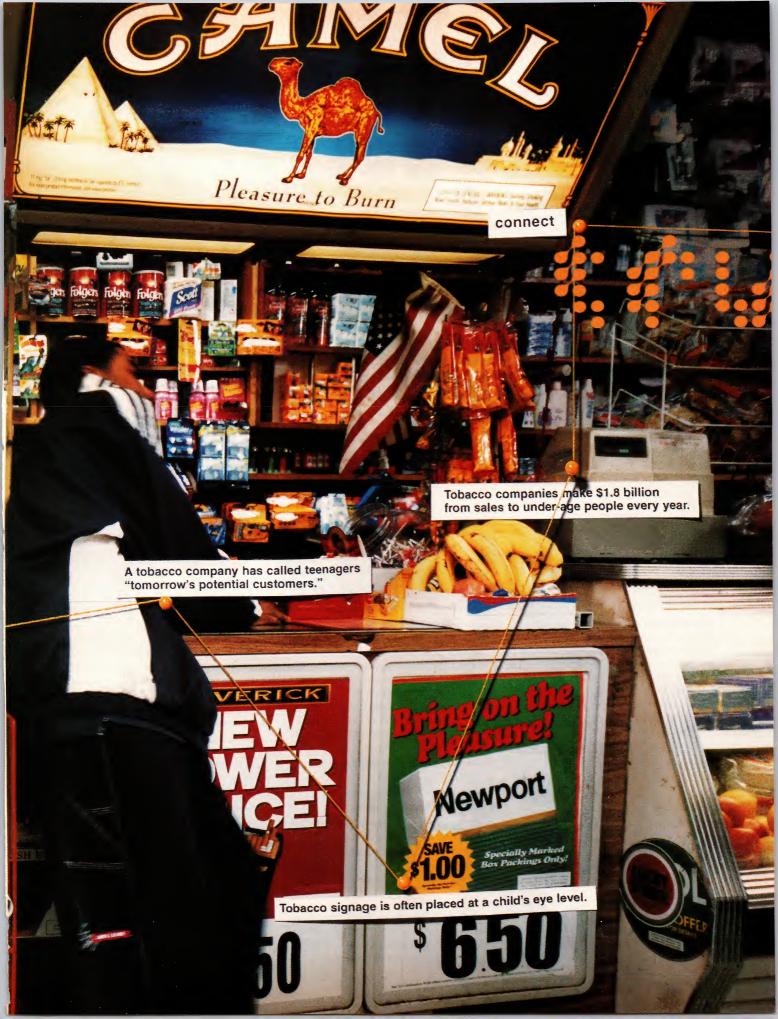
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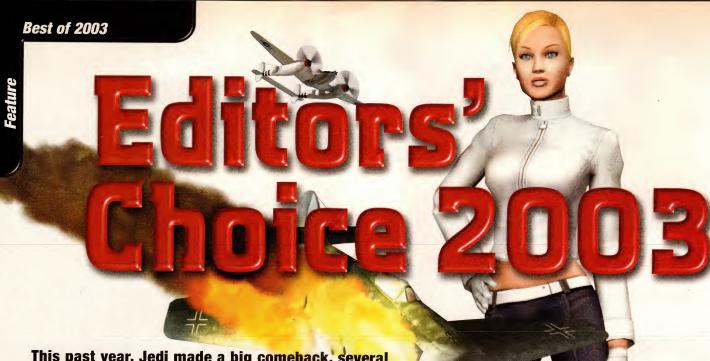
IS BACK

AND THIS TIME

IT'S WAR.







This past year, Jedi made a big comeback, several editors took to the skies, and the soul still burns—as does the cel. Here are our picks for the best of 2K3.

Log on to GamePro.com for expanded explanations of each editor's list!

Air Hendrix



1. Secret Weapons Over Normandy PS2

It's been too long since a flight-combat game could compete with the year's best first-person shooters, but the riveting Secret Weapons has the right stuff to win that battle. Its accessible, innovative controls make it a delight to dogfight, but its real genius is the absorbing mission design, which sweeps you up in sprawling, free-form battles.

- 2. Call of Duty PC
- 3. NCAA Football 2004 PS2
- 4. Deus Ex: Invisible War Xbox
- 5. XIII PS2
- 6. Counter-Strike Xbox
- 7. Top Spin Xbox
- 8. IGI 2: Covert Strike PC
- 9. 1080° Avalanche GameCube
- 10. Everblue 2 PS2

Most Promising Acquisition:

The High Heat baseball franchise by Microsoft. With Bill's bucks finally giving this series the support it's deserved for so long, we could finally get a Madden-caliber baseball game. If we're lucky.

Dan Elektro



1. Crimson Skies: High Road to Revenge Xbox

Crimson Skies offers everything an action gamer could want: big guns, brassy dames, thrilling dogfights, a sense of humor, and plenty of eye candy—not to mention a killer app for Xbox Live. Thanks to intuitive controls, anybody can pick up Crimson Skies and feel like a hero...and that's what gaming is all about, isn't it?

- 2. Star Wars: Knights of the Old Republic Xbox
- 3. Tony Hawk's Underground PS2
- 4. Advance Wars 2: Black Hole Rising GBA
- 5. Jurassic Park: Operation Genesis Xbox
- 6. Burnout 2: Point of Impact—Developer's Cut Xbox
- 7. Tron 2.0 PC
- 8. Wario Ware, Inc.: Mega Microgame\$ GBA
- 9. Ikaruga GameCube
- 10. XIII Xbox

Easter Egg of the Year:

Geometry Wars, the nerve-rattling arcade shooter hidden within Project Gotham Racing 2 (walk up to the coin-op in the garage). Insane action, vector graphics...and Xbox Live rankings!

Dr. Zombie



1. SSX 3 PS2, Xbox

I've been a huge fan of this series since the original and am addicted to the incredible sensation of speed and heights that this game creates on my TV screen. A perfect game for a quick gaming fix or a full afternoon of nonstop fun.

- 2. ESPN NFL Football 2K4 PS2, Xbox
- 3. The Lord of the Rings: The Return of the King PS2, Xbox
- 4. Soul Calibur II Xbox
- 5. Medal of Honor: Rising Sun PS2, Xbox
- 6. Super Puzzle Fighter II Turbo GBA
- 7. Ratchet & Clank: Going Commando PS2
- 8. Top Spin Xbox
- 9. Star Wars Rogue Squadron III: Rebel Strike GameGube
- 10. The Getaway PS2

Best Innovation:

The EyeToy. The first "true" virtual reality game that works like a charm. Plus, the games are all extremely intuitive and user-friendly for gamers of all ages and abilities. This is much more than a toy; it's a watershed in video-gaming technology.

D-Pad Destroyer



1. Star Wars: Knights of the Old Republic Xbox, PC

There aren't enough good words in the English language to describe how great this game is. Console RPGs don't often engage me for more than 10 hours; this one took up over 100 hours of my life as I beat it, beat it again, and started all over one more time. Watch your back, Lucas; BioWare's beaten you at your own game.

- 2. Deus Ex: Invisible War Xbox, PC
- 3. The Legend of Zelda: The Wind Waker GameCube
- 4. Dungeons & Dragons Heroes Xbox
- 5. Magic: The Gathering—Battlegrounds Xbox
- 6. Dead or Alive Xtreme Beach Volleyball Xbox
- 7. Whiplash PS2, Xbox
- 8. Def Jam Vendetta PS2, GameCube
- 9. Crimson Skies: High Road to Revenge Xbox
- 10. Freedom Fighters PS2, Xbox, GameCube

Something I Just Noticed Award:

The Xbox. I just noticed that eight out of 10 games on the above list are Xbox games. I believe my feud with the Xbox is officially over.

Brother Buzz



1. The Legend of Zelda: The Wind Waker GameCube

What do you do with a game when the bar for quality is set at "legendary?" You rattle every fan's cage by turning the visual style on its ear right down to Link's little brown booties...and make it work! Playing it safe was not even a consideration with Shigeru Miyamoto, who chose to stay true to his vision. Amazing.

- 2. Viewtiful Joe GameCube
- 3. Jak II PS2
- 4. Silent Hill 3 PS2
- 5. Boktai: The Sun Is in Your Hand GBA
- 6. Ratchet & Clank: Going Commando PS2
- 7. Secret Weapons Over Normandy PS2
- 8. ESPN NBA Basketball 2K4 Xbox
- 9. Tiger Woods PGA Tour 2004 PS2
- 10. Prince of Persia: The Sands of Time PS2

The "Never Care Again, Thought I" Award:

Star Wars: Knights of the Old Republic for the Xbox.

Four-Eyed Dragon



1. Viewtiful Joe GameCube
Originality and creativity

are the hallmarks of a "Top 10" game. Viewtiful Joe certainly matches these criteria and goes way beyond the typical side-scrolling beat-emup. It's a dazzling adventure that mixes deep gameplay and extravagant visuals into an unforgettable concoction of just plain fun.

- 2. The Legend of Zelda: The Wind Waker GameCube
- 3. Boktai: The Sun Is in Your Hand GBA
- 4. Top Spin Xbox
- 5. XIII PS2, Xbox, GameCube
- 6. Soul Calibur II PS2, Xbox, GameCube
- 7. Prince of Persia: The Sands of Time PS2, Xbox, GameCube
- 8. SOCOM II: U.S. Navy SEALs PS2
- 9. Counter-Strike Xbox
- 10. Crimson Skies: High Road to Revenge Xbox

The Most Mature-Rated (and Disturbing)
Game of the Year:

Manhunt. This is as gruesome and graphically violent as a game can reach without being too brutally perverse.

The premise will literally make you self-conscious of your own morals, while the game itself is as visually unpleasant as it is addictive to the sick-minded.

CONTINUED >

Readers' Choice 2003

We've made our cases—now make yours. Tell us your favorite games of the year for fun and prizes.

Best Action Game

Armed and Dangerous Xbox

Castlevania: Lament of Innocence PS2

Freedom Fighters PS2, Xbox, GameCube

Legacy of Kain: Defiance PS2, Xbox

The Lord of the Rings: The Return of the King PS2. Xbox

Metal Arms: Glitch in the System PS2, Xbox, GameGube

Ninja Gaiden Xbox

Prince of Persia: The Sands of Time

PS2, Xbox, GameCube

Viewtiful Joe GameCube

Best Combat Game

XIII PS2, Xbox, GameCube

Counter-Strike Xbox

Crimson Skies: High Road to Revenge Xhox

Deus Ex: Invisible War Xbox

Ikaruga GameCube

Medal of Honor: Rising Sun PS2, Xbox, GameCube

Panzer Dragoon Orta Xbox

Return to Castle Wolfenstein PS2, Xbox

Secret Weapons Over Normandy PS2

SOCOM II: U.S. Navy SEALs PS2

Soldier of Fortune II: Double Helix Xbox

Star Wars Rogue Squadron III: Rebel Strike GameCube

Best Adventure Game

Beyond Good & Evil PS2, Xbox, GameCube

The Getaway PS2

Grand Theft Auto Double Pack PS2, Xbox

The Legend of Zelda: The Wind Waker GameCube

Manhunt PS2

Primal PS2

Silent Hill 3 PS2

The Simpsons Hit & Run PS2, Xbox, GameCube

Best Platform Game

Ape Escape 2 PS2

Jak II PS2

Ratchet & Clank: Going Commando PS2
Tak and the Power of Juju PS2, GameCube
Whiplash PS2, Xbox

Best Fighting Game

Backyard Wrestling: Don't Try This at Home PS2, Xbox, GameGube

Def Jam Vendetta PS2, GameCube

Dragon Ball Z: Budokai GameCube

Dragon Ball Z: Budokai 2 PS2

Soul Calibur II PS2, Xbox, GameCube Virtua Fighter 4: Evolution PS2

Star Dingo



1. The Legend of Zelda: The Wind Waker

What happens when you dare to try something different (and potentially devastating) with one of your most beloved franchises? Miyamoto is gaming's Miyazaki, and this is a gorgeous, visually resplendent masterpiece of exploration and storytelling.

- 2. Star Wars: Knights of the Old Republic Xbox
- 3. Deus Ex: Invisible War Xbox
- 4. Silent Hill 3 PS2
- 5. Dungeons & Dragons Heroes Xbox
- 6. Panzer Dragoon Orta Xbox
- 7. Wario Ware, Inc.: Mega Microgame\$ GBA
- 8. Soul Calibur II PS2, Xbox, GameCube
- 9. Jak II PS2
- 10. Viewtiful Joe GameCube

Best Niche:

All those great late-year Game Boy Advance RPGs—Sword of Mana, Mario & Luigi: Superstar Saga, Boktai, Final Fantasy Tactics Advance, Fire Emblem. They're just perfect for portables.

Tokyo Drifter



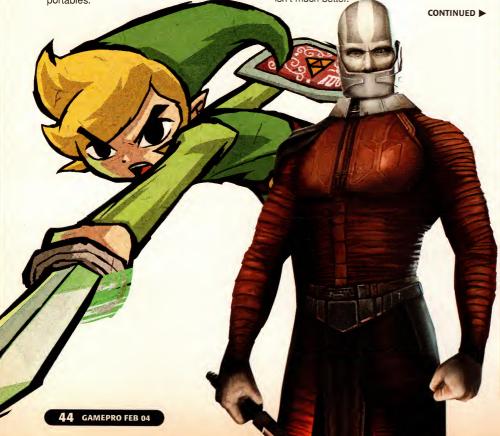
1. Star Wars: Knights of the Old Republic

KOTOR single-handedly resuscitated all that is good about the Star Wars mythos and set the standard for the modern-day RPG. It offered the most talked about plot(s) of the year, too.

- 2. The Legend of Zelda: The Wind Waker GameCube
- 3. Dead or Alive Xtreme Beach Volleyball Xbox
- 4. Wario Ware, Inc.: Mega Microgame\$ GBA
- 5. Virtua Fighter 4: Evolution PS2
- 6. Viewtiful Joe GameCube
- 7. Soul Calibur II PS2, Xbox, GameCube
- 8. Call of Duty PC
- 9. Ikaruga GameCube
- 10. Prince of Persia: The Sands of Time PS2, Xbox, GameCube

Worst Name for a Great Game:

Ninja Five-O meshed everything that worked in 2D side-scrolling action games. The name just screams bargain basement junk instead of retro gold. Overseas, it was called Ninja Cop, which isn't much better.



Best Role-Playing Game

Dungeons & Dragons Heroes *Xbox* **EverQuest Online Adventures** *PS2*

Final Fantasy X-2 PS2

.hack Part 2: Mutation PS2

.hack Part 3: Outbreak PS2

.hack Part 4: Quarantine PS2

Morrowind: Game of the Year Edition Xbox

Skies of Arcadia Legends GameCube

Star Wars: Knights of the Old Republic Xbox

Best Racing Game

1080° Avalanche GameCube

Burnout 2: Point of Impact— Developer's Cut Xbox

Crash Nitro Kart PS2, Xbox, GameCube

F-Zero GX GameCube

Mario Kart: Double Dash!! GameCube

Midnight Club II PS2, Xbox

Need for Speed Underground PS2, Xbox, GameCube

Project Gotham Racing 2 Xbox

R: Racing Evolution PS2, Xbox, GameCube

Best Brain/Reflex Game

DDRMAX2 Dance Dance Revolution PS2

EyeToy Play PS2

Goblin Commander: Unleash the Horde

PS2, Xbox, GameCube

Jurassic Park: Operation Genesis PS2, Xbox

Karaoke Revolution PS2

Magic: The Gathering—Battlegrounds Xbox

Mario Party 5 GameCube

The Sims: Bustin' Out PS2, Xbox, GameCube

Space Channel 5: Special Edition PS2

Best Sports Game: Football

ESPN NFL Football 2K4 PS2, Xbox, GameCube
Madden NFL 2004 PS2, Xbox, GameCube
NCAA Football 2004 PS2
NFL Blitz Pro PS2, Xbox, GameCube

Best Sports Game: Basketball

ESPN NBA Basketball 2K4 PS2, Xbox, GameCube

NBA Jam PS2, Xbox, GameCube

NBA Live 2004 PS2. Xbox. GameCube

NBA Street Vol. 2 PS2, Xbox, GameCube

Best Sports Game: Other

Dead or Alive Xtreme Beach Volleyball Xbox

FIFA Soccer 2004 PS2, Xbox, GameCube

High Heat Major League Baseball 2004 PS2, Xbox

Mario Golf: Toadstool Tour GameCube

MVP Baseball 2003 PS2, Xbox

Outlaw Volleyball Xbox

Tiger Woods PGA Tour 2004 PS2, Xbox, GameCube

Top Spin Xbox

World Series Baseball 2K3 PS2, Xbox

Best Action Sports Game

Amped 2 Xbox

Freestyle Metal X PS2, Xbox, GameCube

SSX 3 PS2, Xbox, GameCube

Tony Hawk's Underground PS2, Xbox, GameCube

GOTHAM CITY HAS A

Beyond madness, beyond evil,

and a master of the deadly arts of war,

the mastermind Sin Izu is driven by a lone desire - to conquer.

Sin Tzu designed by comics legend Jim Lee

Sin Tzu, cunning master of strategy and martial arts, makes history as the first Betmen character to debut in a videogeme.



Play solo or recruit a friend to defend *Gotham City* from the new rising evil.



4 FLAYABLE CHARACTERS: Play as Batman, Rabin, Batgirl, or Nightwing.







PlayStation_®2





GAME BOY ADVANCE



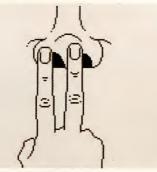








Pong Sifu



1. Wario Ware, Inc.: Mega Microgame\$ GBA

The manic thrills provided by Wario Ware's deconstructionist philosophy could trigger synaptic psychic blowouts. You will see these 200-plus mini-games in your sleep. The Dr. Wario game alone kept me hooked for days. It should be classified as an illegal substance. Consider your social life warned.

- 2. Ikaruga GameCube
- 3. Viewtiful Joe GameCube
- 4. Ape Escape 2 PS2
- 5. Space Channel 5: Special Edition PS2
- 6. Advance Wars 2: Black Hole Rising GBA
- 7. Soul Calibur II PS2, Xbox, GameCube
- 8. Armed and Dangerous Xbox
- 9. Silent Hill 3 PS2
- 10. Boktal: The Sun Is In Your Hand GBA

Most Unlikable Protagonist Ever:

Nick Kang from True Crime: Streets of L.A. Your thoroughly irritating personality, combined with a bad fashion sense and chunk-blowingly atrocious one-liners, made watching you get shot, stabbed, and carjacked by middle-aged housewives a true joy.

Major Mike



1. Command & Conquer Generals and **Command & Conquer Generals:** Zero Hour PC

When it came down to it, C&C Generals sucked up more of my gaming hours than any other title. Generals featured a dynamite play engine but not nearly enough singleplayer missions. Zero Hour added a few more campaigns and extra combat units...but two words for the C&C team: more, please.

- 2. XIII Yhox
- 3. Call of Duty PC
- 4. Castlevania: Lament of Innocence PS2
- 5. Final Fantasy X-2 PS2
- 6. Soul Calibur II Xbox
- 7. Viewtiful Joe GameCube
- 8. Boktai: The Sun Is in Your Hand GBA
- 9. Mario Kart: Double Dash!! GameCube
- 10. Burnout 2: Point of Impact—Developer's Cut Xbox

Resident Evil 4 will not appear on the GameCube but on Nintendo's next console.



Best PC Game

Black Hawk Down

Call of Duty

Command & Conquer: Generals

Deus Ex: Invisible War

Dungeon Siege: Legends of Aranna

Final Fantasy XI

Halo

Lords of EverQuest

Max Payne 2: The Fall of Max Payne

Star Wars Jedi Knight: Jedi Academy Star Wars: Knights of the Old Republic

Tron 2.0

Best Handheld Game

The Temple of Elemental Evil

Advance Wars 2: Black Hole Rising GBA Boktai: The Sun Is in Your Hand GBA Castlevania: Aria of Sorrow GBA Final Fantasy Tactics Advance GBA

Fire Emblem GBA

Mario & Luigi: Superstar Saga GBA

Mega Man Zero 2 GBA

Pokémon Ruby/Sapphire GBA

Super Mario Advance 4: Super Mario Bros. 3 GBA

Sword of Mana GBA

Wario Ware, Inc.: Mega Microgame\$ GBA

Console of the Year

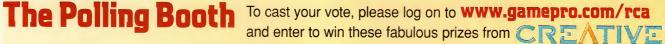
Game Boy Advance/Game Boy Advance SP GameCube

PlayStation 2

Xbox

Game of the Year

Across all platforms, throughout the whole year of 2003, which game was the absolute best?





1 Grand Prize Winner

will receive one pair of Gigaworks S750 7.1 Speakers and one DDTS-100 Decoder

You can also send in your votes via snail mail, but this option should be used only when necessary by those folks who don't have Internet access. If that's you, please mail your votes listed by category (as well as your name, address, age, gender, phone number, and e-mail—if available) to: GamePro's Readers' Choice 2003, P.O. Box 23040 Oakland, CA 94623-0040. Mailed entries must be received by February 13, 2004.



5 First Prize Winners will receive one pair of Inspire GD580 5.1 Speakers

Only one ballot per person will be accepted. We must have your completed ballot and your full name, address, and telephone number so we may reach you for notification of your prize. Please vote for only one game in each category, or your ballot will be disqualified!



10 Second Prize Winners will receive a Muvo NX 128 MP3 Player

Results will appear in the May 2004 issue. All winners will be selected at random from completed ballots received by the deadline through the mail or online.

No purchase necessary. Void where prohibited. Contest ends February 13, 2004. See page 115 for GamePro's Readers' Choice 2003 Official Rules.



Be warned - this is not a mere battle of brawn. In this world, war must be waged with a wary hand. Journey from land to land, battle to battle as you deftly command your army of demons, centaurs and dragons. Exploit their strengths. Mind their weaknesses. Slash, claw and slay your way to power - and if you must, unleash your wrath. Cast magic spells. Pit darkness against light. Bend fire, wind and water to your will. And ultimately dominate the world.













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Syphon Filter: The Omega Strain

The Omega Strain opens up a brand-new chapter in the Syphon Filter saga about the virus that just won't die. With 17 fresh singleplayer missions plus four-player and peer-to-peer online gameplay, this is already shaping up to be a full-fledged secret agent tale sure to please fans, and it's really only missing one thing-Gabe Logan.

Gabe in Charge

In Omega Strain, Gabe's now in charge of his own espionage agency after battling disease dealers in the previous games. When citizens start dropping dead around the world with Syphon Filter-like symptoms and Gabe's old nemesis, Mara Aramov, escapes from prison, he calls you up for duty.

You can design your own field agent right down to the shape of his or her nose. The design-a-spy interface was simple to use in the pre-

view version, making creative character crafting a breeze.

Of course, it's going to take more than looking good to solve this mystery. The basic gameplay and controls are going to feel very familiar to Syphon Filter fans. As with the other versions, you either love or hate the behind-the-agent view. The prerelease game featured strafing with the directional pad or a joystick and the ability to aim weapons with precision. In



fact, you can lock on to targets during moves like crouching, climbing, or forwardrolling, and you can aim to disable specific body parts, too.

Sony's promising 100 weapons and gadgets, and each successive level of the game will relinquish more complex gear. You can carry only four weapons at a time, so strategy is at a premium. If stealth is your style, you can whip out a trusty K-bar knife (that doesn't count against your four-weapon count, by the way).

Syphon Filter Online

Online Omega Strain could turn out to be pretty cool. There's four-player cooperative gameplay for nine of the single-player missions; by using teamwork, you can reach



new areas and pull maneuvers that are unavailable in single-player mode. A headset (either USB or for SOCOM) enables online squads to communicate with each other, and Sony is planning a match-making service so that players of similar caliber can play together.

Spies Like Us

Omega Strain's going to run up against a crowd of action spy games, including Splinter Cell:

> Pandora Tomorrow and 007: Everything or Nothing, but the

Syphon Filter hardcore should be pleased with this new installmentplus the online gameplay sounds like a worthy option. And don't worry, Sony's also saying that if you beat the game, you earn four bonus single-player missions in which you'll be able to play as Gabe.—Brother Buzz



Developed and published by Sony

Target release date: January









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The Wireless Net Extender" from Nyko" is the easiest way to wirelessly connect your PlayStation 2, Xbox or PC to a broadband internet connection. With its compact, plug and play design, you benefit from secure data encryption with no annoying software installation, or latency issues. In gaming terms, this means you will be up and running in no time, playing online in any room without messy wires. Find out more: ny













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LifeLine

With Karaoke Revolution already under its belt, Konami's quite the innovator in regards to software that utilizes the Play-Station 2 headset. Case in point: LifeLine, a survival/horror title where the main character is completely controlled by your voice. LifeLine was a smash hit in Japan, where it was released under the title Operator's Side.

Little Voice

LifeLine takes place at a futuristic hotel in outer space. After a horde of monsters unexpectedly overruns the ship (and eats most of the hu-

mans), you awake to find yourself trapped in the hotel's security control room. The only other human survivor is Rio, a waitress who is your only link to the "outside" world. You watch Rio through various surveillance cameras, unlock doors for her with the controller, and give voice commands via the USB headset-and she reacts accordingly. Rio can recognize more

than 5000 words and 10,000 phrases, and she's voiced by Kristen Miller (star of the television show She Spies).

Activities in LifeLine fall into two camps-exploration and combat. When you aren't guiding Rio to thoroughly search rooms and examine items, you help her fight off monsters. You tell Rio, armed with a pistol and other weapons. where to target her enemies' weak points, when to pull the trigger, and

when to dodge and reload. You also guide her across crumbling walkways and other dangerous surfaces (you're likely to see hazards from your point of view that she can't from hers). But Rio's no mere order-taker: She's got personality and a bit of an attitude-she doesn't hesitate to quickly respond to lousy or irrelevant commands ("strip," "die") with some biting remarks of her own. She even engages in limited conversation and scolds you to action if you remain silent for an extended time.

Voices Carry

In playable form, LifeLine's voice-reliant interface worked well, although a few phrases managed to slip past our heroine. The action moves at a slower pace than that of your usual survival/horror offering, but the real reward is working with Rio to guide her to safety. LifeLine has all the makings of a good time—especially if you're faster with your mouth than your thumbs.—Major Mike

■ Hands-On ■ Developed by SCEJ ■ Published by Konami ■ Target release date: March



















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PlayStation 2



Tom Clancy's Splinter Cell: Pandora Tomorrow

Although still in the planning stages, Sam Fisher's new covert operation in Pandora Tomorrow is already making a buzz—and with good reason. For starters, Ubisoft is developing a new, unconventional form of online play with the game where the action centers on first-person shooting versus third-person stealth for up to four people at once.

New and innovative features are being added to the single-player game, too. This time around, you'll guide Sam through East Timor, where Indonesian guerillas threaten American national security. Written by JT Petty, who wrote the first Splinter Cell game, the story is an even deeper, more realistic, and shadowy adventure within the Tom Clancy universe. Of course, Sam is more about action than drama, and he proves that once again with additional slick movements. He can now perform a half-split jump, which enables him to shift his weight and lift himself up to a ledge. He can swiftly bypass an open door using a turn-around maneuver that mirrors an actual S.W.A.T. movement. And for the gymnastic lover, you can make Sam perform a back flip off a wall.

Sam's equipment again plays a big role in how he completes missions. His special goggles can now detect hidden trap doors, and when he's near a booby trap or mine, the controller will vibrate to alert you

of danger. Sam's pistol is also equipped with a laser sight for easier targeting, but be careful—enemies can see the red dot, which will make them aware of your presence.

With these imaginative features, Sam Fisher could easily repeat his success as the number-one government operative this March.—Four-Eyed Dragon

- ■Update Developed and published by Ubisoft
- Target release date: March













Lupin the Third: Treasure of the Sorcerer King



It's been almost 25 years since Lupin made the journey from the land of the rising sun to the States, and he's finally getting the treatment that a master thief deserves. Originally created by Monkey Punch in 1967, Lupin the Third has broken its cult-hit status with the release of movies, manga, CDs, and now a video game.

In Lupin the Third: Treasure of the Sorcerer King, Lupin, Jigen, Goemon, and Fujiko are all playable characters. The gameplay revolves around stealth and puzzle solving with

the ultimate goal of stealing priceless artifacts. Lupin sports many abilities you'd expect, such as numerous disguises and the ability to pick people's pockets.

Several minor problems came up in the preview version, including poor camera controls and some collision glitches. However, it's still early, and these factors don't inhibit the magical qualities of the game.—Rice Burner

■ Hands-On ■ Developed by Banpresto ■ Published by Bandai ■ Target release date: February





Seven Samurai 20XX

The time is tomorrow. Led by a vicious enemy, armies of mechanical creatures and artificial soldiers embark on a genocidal campaign against that ancient breed, man. A young hero recruits six futuristic warriors versed in the ancient code of Bushido to defend the denizens of the last human city on Earth in Sammy's re-interpretation of perhaps the greatest story put to celluloid. Seven Samurai 20XX will provide manic hack-n-slash melee combat as players master a variety of swordplay techniques and build a wide array of moves using single- and double-bladed weaponry. Now some of you die-hard Akira Kurosawa fans may be crying "sacrilege!" at the conceptual liberties Sammy is taking with the license, but the game's high-speed action, combined with brilliant art design by European comic god Jean "Moebius" Giraud (*Arzach*, *Airtight Garage*), should be more than enough to beg your reconsideration.—*Pong Sifu*

- First Look Developed and published by Sammy Studios
- Target release date: February









Bomberman Jetters

Majesco knows a good franchise when it sees one as the company has seen it fit to release a second Bomberman game to the U.S. GameCube market. Jetters follows our plucky hero through four cel-shaded 3D worlds but adds a few new wrinkles to the action-puzzle gameplay, such as the ability to create new explosives by fusing bombs with special material, and collectable cards that can be used to unlock hidden characters. But



it isn't Bomberman without the four-player matches, and Jetters retains that prized feature, adding five new battle stages complete with varying weather conditions. Based on an early preview version, Jetters retains all the key addictive Bomberman elements that made it one of the most-loved multiplayer games of all time.—*Major Mike*

■ Hands-On ■ Developed by Hudson Soft ■ Published by Majesco ■ Target release date: January





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Dead or Alive Online

Xbox Live is about to get a punch in the gut from Dead or Alive Online, the first 3D fighting game for the service. While the main draw will obviously be the competition against human opponents over the Internet, the game also serves as a collection of the early installments. The original Dead or Alive for the Sega Saturn is re-created in its original form, enabling players to experience a version that has never officially been seen on these shores. The game did have a U.S. release in arcades and on the Play-Station, but developer Team Ninja has stated that the Saturn version is the

most perfected of the bunch.

On the other hand, Dead or Alive 2 has been completely revamped and upgraded to take full advantage of the Xbox's hard-

ware. Original stages are improved and new ones added; story elements are expanded; and character models are rebuilt from the ground up, so they are

or Alive 3.
Fighting games
suffer greatly if
there are latency

quite different from those seen in Dead

problems—just ask
anyone who has played Capcom vs. SNK—so here's hoping
Tecmo has some neat tricks up its online sleeve in time for
the game's March debut.—Tokyo Dritter

■ First Look ■ Developed by Team Ninja ■ Published by Tecmo ■ Target release date: March





Star Wars: Battlefront

nable, and Pandemic Studios (Star Wars: The Clone Wars) is working on the development of perhaps the most ambitious Star Wars console game to date: an open-ended, Battlefield 1942–style shooter designed for online

First-person shooters, RPGs, racing games—yes, indeed, it seems like there's a Star Wars game for every genre imagi-











play that encompasses elements from both the

classic film trilogy and its prequels. In Star Wars: Battlefront you play as one of 20 different soldier types and join either the Rebel Alliance, Emperor Palpatine's Imperial Army, the Clone Army, or the Trade Federation's Battle Droid forces, and each soldier type has its own weapons and special abilities.

Playing against up to 31 other players, you'll wage galactic warfare using a multitude of weapons, such as turret guns, blasters, and thermal detonators, with vehicles like the AT-ST, X-Wing Fighter, and speederbike at your disposal. Campaigns will be carried out on planetary systems from the classic *Star Wars* trilogy, including the ice planet, Hoth, the desert wastelands of Tatooine, and Yavin, along with Clone War—era worlds, such as Geonosis and Naboo. The game's conquest mode will enable players to strategically conquer the galaxy and online opponents, one planet at a time. Plus, online play will support headsets for both the Play-Station 2 and Xbox.—*Iron Monkey*

■ First Look ■ Developed by Pandemic Studios ■ Published by LucasArts ■ Target release date: Fall 2004







Transformers Armada

One of the greatest enigmas in gaming is this: Why can't they make a good Transformers game? Transformers Armada is the latest attempt, and it's actually looking quite good. Developed by Melbourne House, Armada keeps close to the story line of the cartoon series: The Autobots and Decepticons race to find the long-lost Mini-Cons, small Transformers that can grant special abilities when linked up to their larger cousins.

Armada's graphics look impressive even months before ship with smooth frame rates and lush coloring, and its gameplay, which centers on exploring levels for Mini-Cons and fighting the evil Decepticons, should do justice to the awesomeness inherent to the Transformers name. As long as it continues to take advantage of the things that make Transformers great, this could be the title to break the franchise's long bout of bad luck in the game industry.—*D-Pad Destroyer*

- Update Developed by Melbourne House
- Published by Atari Target release date: Spring 2004









Drakengard

United by their need for survival, a mute, sword-slinging orphan and a mortally wounded dragon make a lifesaving blood pact with one another in Square Enix's upcoming sword and sorcery yarn. Though the story doesn't deviate from conventional fantasy fare—you and your fire-breathing partner vie against a world-enslaving empire called the...er...Empire—the preview build's blend of hack-n-slash romping and aerial warfare is pretty damned wicked. As Caim, you use combo-based melee attacks and spells, and earn experience to upgrade skills and weapons. As the dragon, you come equipped with numerous flame attacks, evasive maneuvers, and the ability to target multiple enemies at once. What's most dope is that some missions allow you to mount and dismount your dragon on the fly, giving you the choice to spoon-feed some hurt however you want—on foot or by air.—Iron Monkey

- Hands-On Developed by Cavia
- Published by Square Enix U.S.A.
- Target release date: Spring 2004













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Silent Scope Complete

The Silent Scope series has made a lasting impression on the shooting genre through the years. The exciting gameplay, which centers on the "one shot, one kill" sniping philosophy, requires steady hands, quick re-

> flexes, and nerves of steel as you control a highly skilled sniper during critical life-and-death moments.

> This version, which includes not only Silent Scope 1, 2, and 3 but also Dark Silhouette, finally supports a light-

> > gun, an accessory that previously only arcade players could enjoy while playing the game. Now, instead of using the control pad, you can actually pull the trigger with a slick-

looking light-gun made by Pelican. In fact, a prototype of the gun worked perfectly with an early build of the game. Of course, even without the gun accessory, Silent Scope Com-

plete has enough action to keep your fingers busy. The game fea-

tures over 50 levels, multiple routes and endings, hidden stages, and cool new unlockable bonuses that will keep you replaying the game until the very end.

MISSION TIME 01'12"96 SCORE 00002800

Look down the scope, breath in deeply, hold it, aim, and fire. A remarkable shot in the form of Silent Scope Complete will have no problem hitting the target in February.

-Four-Eyed Dragon

■ Hands-On ■ Developed and published by Konami

■ Target release date: February









Plague of Darkness

Death is always hard to fight off. In Plague of Darkness, however, developer Widescreen Games thinks Death has finally met its match. You play as Duran, a Knight of the Order whose mission is to solve the mystery of the Plague that's been killing Medieval Europe. You'll guide him through eight dark settings and 58 sublocations filled with deadly traps and over 25 different enemies.

To fight The Black Death eye-to-eye, Duran has a powerful mix of conventional and unconventional offenses. An advanced combat system



enables him to attack with a variety of weapons, such as swords, daggers, and crossbows. His most potent assault, however, comes from his deck of magical tarot cards, which he can use to unleash special powers. The game also borrows a bit from the role-playing realm as you must continuously

> build up and upgrade your equipment to survive the spreading disease. Are you going to be healthy enough to face this modernday Plague?

-Four-Eyed Dragon





Note: All screens shown here are from the Xbox version.



Tim Burton's The Nightmare Before Christmas

It may be 10 years old, but Tim Burton's masterful film filled with colorful and distinctive animation is still considered ahead of its time. The movie's unique story, rich graphics, moving music, and refreshing humor are now being translated into an interactive experience as you follow Jack Skellington in a brand-new adventure that starts where the film left off. It's a mix of action and adventure in which you must guide Jack through the bizarre Halloween world populated by unusual characters. Here's one nightmare that

may be a dream come true.

-Four-Eyed Dragon

- First Look
- Developed and published by Capcom
- Target release date: Fall 2004











Mega ManAnniversary Collection

He seems small, but what he lacks in size he certainly makes up for in mega fighting spirit. Through the years, Mega Man has wowed action fans with his side-scrolling platform-jumping exploits and engaging futuristic battles to save the world. If you've missed his past adventures or just want a nostalgic experience from the good ol' days, this collection of past

Mega Man games will certainly not disappoint. On one disc, you'll be able to play Mega Man 1 through Mega Man 8 and two Mega Man arcade games never released in the U.S.: Mega Man: The Power Battle and Mega Man 2: The Power Fighters. You'll also be treated to additional goodies, such as producer interviews, anime videos, and original artwork. This is a well-deserved tribute to the one and only true blue hero.—Four-Eyed Dragon

- ■First Look ■Developed and published by Capcom
- Target release date: February









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Wrath Unleashed

Wrath Unleashed is all about balancing opposites-Light vs. Dark, Chaos vs. Order, hardcore turnedbased strategy vs. reflexive combo-addled fighting. The "board game" portion of Wrath takes place on a hex-based map where each side (out of four to choose from) takes a turn moving one piece to either capture a structure, cast a spell (if the unit is magically inclined), or land on an enemy unit to engage it in battle. Battles take place in a completely different context-Soul Calibur-esque fighting arenas with your usual fighting game melee attacks, blocks, and combosand your units are affected by the terrain, spells, and previous encounters they've lived through. While the fighting engine in the PlayStation 2 preview build wouldn't hold up on its own (the graphics and control are too rough), the fact that it's tied to a well thought out board game seems to do wonders. Sometimes, unlikely marriages are the most successful. -Star Dingo

■ Hands-On ■ Developed by Collective Studios ■ Published by LucasArts

■ Target release date: February









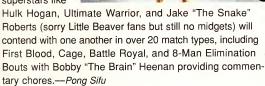
Legends of Wrestling: Showdown

The past Legends of Wrestling games boasted some irresistible concepts and great wrestlers, but the game-play was never quite there. Acclaim promises to address many of the complaints players had in its upcoming Legends of Wrestling: Showdown. The newest version will feature more fluid control mechanics and a simpler fighting system in which moves can be performed within three button presses. You'll be able to build a stable

of allies in the story-based career mode, which spans over three decades, as well as re-create epic clashes in the all-new Classic Matches mode. More than 70







■ First Look ■ Developed and published by Acclaim

■ Target release date: April



Firefighter F.D. 18

While it may not capture all of the intense experiences that a real firefighter faces, Firefighter F.D. 18 certainly comes close. In an early build, the game already reproduced some awesome fire effects, such as fierce backdrafts, chemical explosions, and dangerous flashovers. Maneuvering through these types of blazes to rescue helpless victims proved to be an exhilarating experience, too. You

had to avoid and extinguish rapidly spreading fires before walls gave way or ceilings collapsed.

Your survival gear is your lifeline as you face the flames head on. You have an ax to bust up obstacles, med kits to heal, and, of course, the trusty water hose to fight your way through the inferno. The hose muzzle can be easily adjusted to spray wide or in a fine stream, plus additional gear like fire retardant foam and other high-tech fire suppressors are earned as you progress through the game. Sound the sirens—it's going to be a scorcher.—Four-Eyed Dragon

■ Hands-On ■ Developed and published by Konami

■ Target release date: February









Samurai Warriors

Whoa—can it be? Are Jupiter and Pluto aligned? Koei is actually releasing a tactical action game that's not based on The Romance of the Three Kingdoms?! Verily, it appears so as Samurai Warriors will take the gameplay of Dynasty Warriors and transplant it to a feudal Japanese setting to tell tales of warlords fighting for territorial dominance during a time of rampant strife. What that means is that instead of fighting as Wu or Shu warriors, you'll instead play as samurai and ninja spies, and wage legendary battles from

t t

the annals of his

tory and legend. Each character will have his own branching story line with multiple endings set against the backdrop of the Sengoku, or "warring states," period in which the Japanese islands were engulfed in major civil wars. History will be made, legends born, and honor gained when Samurai Warriors hits in March.—*Pong Sifu*

■ First Look ■ Developed by Omega Force

■ Published by Koei ■ Target release date: March



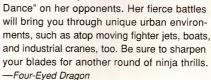


Nightshade

Shinobi may still be celebrating victory over evil, but for Sega's new ninja hero, evil has just begun. The Japanese government has recruited Hibana, a highly skilled kunoichi, or female ninja, to close a new rift that has opened between Earth and the demon realm. Kunoichi Hibana resembles Shinobi in many ways, borrowing his fast and furious style, but this heroine certainly has her own distinguishable talents as well. She can move at greater speeds, perform unlimited combos, and un-



leash powerful ninja magic. And by using consecutive stealth dashes, Hibana can unload the deadly "Shadow



- First Look Developed by Sega Wow
- Published by Sega Target release date: March



amepro









of duty with the Xbox and the Dreamcast; Air-Force Delta Strike, the third installment, continues the legacy of the maverick, commando airwing. Consistent with its other squadron members, Delta Strike's gameplay in the preview version revealed the same sort of missile-lock combat and "stiff" maneuvering. For example, to evade enemy missiles, you turn left, right, up, or down—period. But the anime-style visuals look very cool, and the game

promises 60 squadron-



based missions. You'll also get 130 aircraft, including real-life jets and World War II prop-driven fighters. Moreover, Konami is promising to supply craft from classic arcade games, such as the Vic Viper from Gradius. Additionally, Strike will offer nice options like support for the Logitech Flight Force joystick and wailing Dolby Digital sound. AirForce Delta Strike looks solid as it circles for its PS2 landing.—Atomic Dawg

■ Hands-On ■ Developed and published by Konami ■ Target release date: February





The ESRB Ratings Guide

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. The following is a quick key to the most common ratings; for a complete description, check out the ESRB's website at www.esrb.org or call 800/771-3772 for more information.



Titles rated Everyone (E) have content suitable for persons ages six and older. These titles will

appeal to people of many ages and tastes. They may contain minimal violence, comic mischief, or crude language.



Games rated Teen (T) are suitable for ages 13 and up. These games could have violent con-

tent, strong language, and/or suggestive themes.



ATURE Games rated Mature (M) are appropriate for older gamers, generally 17 and up. Mature-rated

games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.



The Rating Pending (RP) icon may appear in early reviews of soonto-be-released products.

Look for the actual ESRB rating icon on the game's package, check the ESRB's website, or call its tollfree phone number for updated rating information.

Maximize your video-gaming fun! Make the right purchasing choices by knowing exactly what kind of content is inside each game.

Counter-Strike By Microsoft

Counter-Strike contains mature content on several levels. The gameplay involves terrorists planting bombs and kidnapping hostages; players are ranked based on how many kills they've racked up with a loaded gun; and lifelike violence makes up the entire visual presentation.



PlayStation.2

FATAL FRAME II

Deus Ex: Invisible War By Eidos Interactive

Deus Ex is a mature game in the grown-up sense of the word, dealing with adult issues and sensibilities that would bore youngsters more than titillate them. Violence is a fairly big part of the action, and combat and corpses are represented realistically but not grotesquely.



Fatal Frame II: Crimson Butterfly Ву Тесто

Fatal Frame II: Crimson Butterfly lives up to the lofty terror standards set by the Silent Hill, Resident Evil, and other similarthemed games: nightmareinducing imagery, macabre subject matter, sound design that utilizes ambient noise and disembodied voices to increase

tension, and graphic violence—things that are definitely not for the young or weak-hearted gamers.



Grand Theft Auto Double Pack By Rockstar Games

Two games in one package means twice the violent, adult, and controversial content. GTA III and GTA: Vice City are the current lightning rods for what should and should not be explored in games, so expect the most intense stuff you can imagine: violent crime (as performed



by the player), prostitutes, lots of weaponry, carjacking, fighting and killing policemen, and many more dirty deeds done dirt cheap.

Legacy of Kain: Defiance By Eidos Interactive

You can't do vampires without also doing blood. Defiance is classier than, say, Silent Hill, but your goal is to flip out and kill people without remorse. Considering the subject matter, though, Defiance is pretty tame; there's blood but little gore, and heads and limbs generally stay put during combat.



Manhunt By Rockstar Games

Manhunt reads like a grocery list of game content required for an M rating: graphic violence, profanity galore, and disturbing imagery that will sear your memory. You play a death-row convict who is given a second chance at life but only by dealing out lots of death.



ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Counter-Strike	M
Deus Ex: Invisible War	M
Fatal Frame II: Crimson Butterfly	M
Grand Theft Auto Double Pack	M
Legacy of Kain: Defiance	M
Manhunt	IVI
Spawn Armageddon	M
Baldur's Gate: Dark Alliance	Т
Baldur's Gate: Dark Alliance 2	Т
Battlestar Galactica	Т
I-Ninja	Т
The King of Fighters EX2: Howling Blood	

Lords of EverQuestT
Maximo vs. Army of ZinT
Mission: Impossible— Operation SurmaT
Morrowind: Game of the Year EditionT
Red FactionT
SpyHunter 2T
Star Wars: Knights of the Old RepublicT
Terminator 3: Rise of the MachinesT
Tom Clancy's Splinter CellT

1080° AvalancheE
Harry Potter And the Sorcerer's StoneE
The HobbitE
Mega Man Battle Chip ChallengeE
Pac-Man VsE
Pokémon ChannelE
Sonic HeroesE
Sword of ManaE
Yu-Gi-Oh! The Falsebound KingdomE











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Deus Ex: Invisible War

Few games push so firmly at the envelope, and Deus Ex's powerful charms make it easy to forgive a few flaws.

The tag "best...game...ever" is frequently plastered on Deus Ex: The Conspiracy with justifiably fervent ardor, so to say that expectations are high for Deus Ex: Invisible War is just a wee bit of an understatement. Like the first game, Invisible War is a model of excellent game design, mixing a vast, gripping story with truly open-ended gameplay. If you can think of a way to solve a

problem or tackle a goal (within reason!), you can do it, and the game's scope and sense of freedom are exhilarating.

The pickiest of this series' hardcore fans will find a few things to be bummed about—and rightly so. But Invisible War's flaws don't prevent it from shining brightly as one of the year's best games.



It's been 20 years since JC Denton ended the conspiracy in the first Deus Ex, and you now play as Alex D, a clone of JC who's augmented with nanotechnology biomodifications that grant "superpowers" like invisibility cloaking or computer hacking. The absorbing sci-fi story line evolves in layers, twists, and turns that sweep you up in a complex struggle between government and religious factions.

> The gameplay is loaded with choices—how to achieve your goals, how to develop your character, which of the huge number of sidequests to pursue, and even where your sympathies lie. Invisible War really makes you ponder your moral choices in a thoughtful way. The game is crafted to enable you to decide how-



PROTIP: Equip a powerful weapon like the SMG with the EMP converter, and you'll be able to quickly take out hos-



PROTIP: Get on the good side of the Omar traders as soon as possible—the discount they'll give you on key items like black-market biomods is huge

ever you like, providing a dizzying number of paths and an astonishing feeling of autonomy. The way that you can interact with almost every object in the world is also impressive. If a vent is blocked, heave the offending barrier aside; if it's too dark, turn on a light-all mundane stuff that makes the world seem to breathe. At times, though, when you fling furniture that careens about like a pinball, the physics feel too exaggerated.



PROTIP: When leaving Seattle, Ava charges nothing, and you can find a black-market

biomod in her hangar. But Sid Black is

worth the 500 credits because he'll drop you at a much easier location inside Mako

Ballistics.

PROTIP: If you decide to pick a fight with the thugs outside the inclinator, do so when the security bot is nearby. As soon as they start firing, the bot will mow them down.

The Light Side

Visually, the game's environments and lighting are very sharp. The level of detail in some areas is worth pausing to admire as is the way that light moves and responds realistically. The character faces and animations, though, often look clumsy and outdated. On the audio side, Invisible War delivers slick sound effects and a staggering amount of well-acted dialoque, though it doesn't offer as many options as Knights of the Old Republic.

Invisible War's controls make it easy to interact with this complex game. The item management is particularly innovative and streamlined, although the amount you can carry is painfully skimpy.



PROTIP: Red beams set off an alarm, while green ones just set off an easily avoidable gas bomb. Yellow beams kill you right quick.

Resistance ls Futile

Some unfortunate technical issues crop up. The frame rate is sluggish at times, and while it's not a serious problem, it definitely sucks. The load times between areas are long and frequent, too, and it really feels like the game needed another month or two of polishing.

Hardcore fans who idolize the first Deus Ex will also discover their share of disappointments. The compression of skills and augs into biomods robs the game of some of its rich depth, and combat is a more primary focus of the gameplay. The web of consequences for your actions and decisions also seems less complex and less

compelling. Perhaps it was an attempt at a more massmarket appeal, but the result is that the game is a bit too oversimplified and doesn't reach the same lofty, godlike heights of the original. That said, it's still vastly better than 99.9 percent of the other games out there today, and with properly calibrated expectations, you'll find that Invisible War is a brilliant game that will capti-

vate you like few others can.

-Air Hendrix



PROTIP: Clear the toxic spill from the in-PROTIP: You'll get your first black-market biomod in the science lab where you first encounter yellow trip beams. The neural interface is the best bet-hacking is practically essential throughout the game.

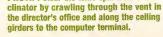


■ Developed by Ion Storm Developed by Ion Storing
Published by Eidos Interactive

■\$49.99 ■ Available now

Action/adventure 1 player

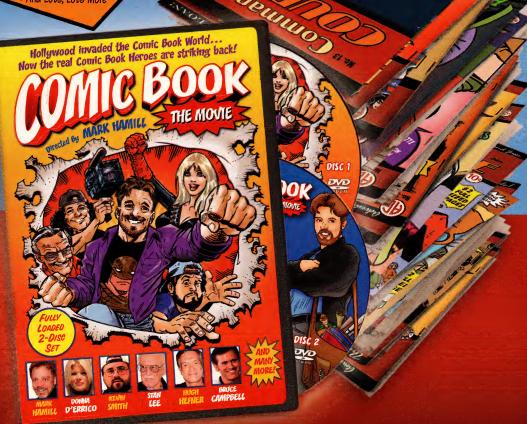




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Counter-Strike

Counter-Strike is the motivational speaker for Xbox Live, pushing you to enjoy online play by involving you in thrilling team-based firefights.

In today's world full of emotionally charged battles between terrorist and counterterrorist groups, it's nice to escape into the world of Counter-Strike, where you can experience similar exploits without the harshness of reality. The game's frenetic gameplay in a fantasy world sets the pace for an invigoratingly good time, overshadowing everything else that could make this game inappropriate.

United We Stand, Divided We Fall

Originally a mod for the heralded Half-Life PC game, Counter-Strike quickly evolved into one of the most played online games in the world. Even today it remains popular with first-person shooter enthusiasts who crave a fast-paced, team-oriented action game. The Xbox version offers an experience no less thrilling.

At first glance, Counter-Strike could be seen as just another firstperson shooter. But on closer inspection, the game is a fine lesson in

teamwork. The premise is simple: If you play as a Terrorist, you must either plant a bomb or prevent hostages from being rescued; as a Counter-Terrorist, your job is to eliminate the Terrorists, defuse the bomb if it's planted, or rescue hostages. Completing these objectives, however, is not for the lone gunman—go at it alone, and you'll quickly be killed. Counter-Strike's fabulous gameplay centers on working within a unit, ideally having you provide the necessary cover for others to complete the objective—even if it means ganging up on the last opponent standing. (This makes it perfect for Xbox

+100 L B G 1017

PROTIP: Once you plant the bomb, flood the site with smoke so your opponents will have a hard time locating the explosive.



PROTIP: Use hostages as human shields. If your opponents shoot them, they'll be penalized.



PROTIP: Stay behind a teammate who's using the shleld. You make the shots while being defended in front. This is especially effective in close quarters.



PROTIP: If the bomb is dropped, stay and guard it. Without it, the Terrorists will lose the match.

Bling-Bling for a Bang-Bang Counter-Strike's intuitive controls work like a charm. As in the PC version, buying your equip-

Live's headset Communicator.) And if you're not online with 15 other people, the single-player mode offers the same frenzied action with smart computer opponents that challenge even the

ment and weapons at the beginning of each game is streamlined, enabling you to jump right into the heat of the match without wasting precious time. And as you dodge bullets, crouching, jumping, and centering on an enemy with a scope is simple to perform and, surprisingly, just as easy as using a keyboard and mouse.

The well-designed levels are what make Counter-Strike so much fun to play, too. Many favorites like Aztec and Prodigy, and new maps, such as Miami and Fastline, provide countless strategies that you and your team can decide on as the most effective way to win. The maps look much sharper than those in the PC version with tons of new textures, but as an Xbox title, a little more detail could have been added. Still, visual effects

Go on Strike

most toughened veteran.

If there was ever a perfect reason to be on Xbox Live, Counter-Strike is it. Counter-Strike is the epitome of an addictive multiplayer game that has just the right amount of action and team strategy to make it worth every cent it costs to play online.—Four-Eyed Dragon

like hazy lighting right after a grenade goes off and your eyes adjusting

■ Developed by Valve/Ritual Entertainment/Turtle Rock Studios
■ Published by Microsoft ■ \$49.99 ■ Available now ■ Action

to a brighter area are small details that go a long way.

1 player; 16 online





PROTIP: Use surrounding ledges or help from a crouching buddy to jump on top of crates. This works well at Dust 2's bomb sites.





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Sonic Heroes

Sonic Team brings an innovative plan to the hedgehog council but doesn't quite see it through.

Sonic games are all about speed, instinct, and reflex—you run around dizzying loops, hoping you're fast enough to press the jump button before you fall on a bed of spikes. Sonic Heroes had the potential to take that concept to the next level, but somewhere along the road to change, Sonic Team seems to have gotten spooked by the unknown.

The Fast and the Furriest

Sonic Heroes' brave new conceit is that you're in control of three different characters at the same time. A team (there are four to pick from) consists of a Speed, Power, and Fly character, each with a different set of moves and abilities, and knowing which character should take the lead at any given time is an integral part of the gameplay. Like most Sonic Team games, Heroes gets high marks for replayability as the four teams have different quests, even though the levels and powers are fundamentally the same.

Where this system is most successful is in the combat. You quickly learn to identify which combination of attacks will fell your foe the fastest (Sonic's tornado to rip off a shield, Knuckles' Jump Slam to hit the guy while he's down), and switching between characters becomes a matter of instinct thanks to a simple-to-remember swapping system. While there aren't a lot of enemy types, the game has fun with grouping them, and they're always fun to destroy.

Strangely enough, Heroes doesn't always seem to trust its own characterswapping gimmick. Most of the time, it's too obvious who's supposed to take the lead as signs are posted that tell you straight-up whether Speed,

Power, or Fly should tackle the next situation—and many times, it turns out, it doesn't really matter. Too frequently, the game takes control for you to hurl you through a section, and you're left feeling like you're watching instead of really participating. This can be frustrating on the flipside, too, when you're sure the game is going to automatically land you safely on a narrow tightrope after a blind 200-foot fall...and it doesn't.

PROTIP: Wait until this glant robot stops swinging its hammer in a circle. Knock it to the

ground with a Fly attack while it's dizzy, then switch to a Power attack with Jump Slam.



PROTIP: Team Rose is the easiest; Team Dark Is the hardest; and Team Sonic Is somewhere in between.



Team Chaotix's adventure is more questoriented and involves finding lots of hidden stuff.

The Sound Barrier

Though the Xbox version's visuals are a little sharper and the GameCube's controller is a little more suited for the action, the presentation is otherwise nearly identical—fast and colorful, but fairly simple with an overabundance of orbs and boxes, and an underusage of shadows and lighting. Sonic's trademark electric rock soundtrack is in full force (like it or not), and

the repeated voice samples telling you what to do delight as frequently as they disgust. Sonic Heroes is a creative stab at reclaiming the essence of 'hog; if it only had a little more faith in its own clever idea, it

probably would have broken the sound barrier. -Star Dingo Also on the PlayStation 2 ■ Developed by Sonic Team ■ Published by Sega ■\$49.99 ■ Available January ■ Action ■ 1 player

PROTIP: If you finish a level with a key, you'll enter a bonus round. The bonus round after every even-numbered stage gives you a shot at a Chaos Emerald.

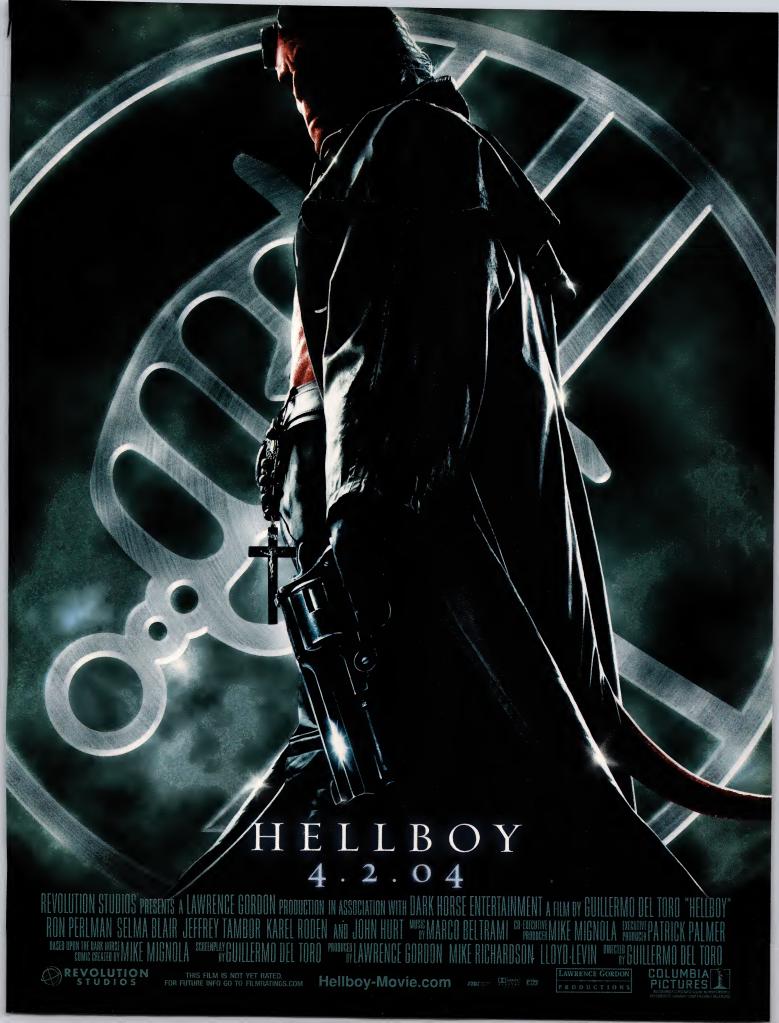


PROTIP: If you see a gold robot, it's a leader. Kill it first, and the rest of the 'bots will likely die with it.



PROTIP: If you can't get your character through the proper hole on the pinball table, try switching characters. There's a good chance you'll "warp" past the trouble spot.

X	GRAPHICS SOUND CONTROL	4.0 4.0 3.5	FUN FACTOR
	GRAPHICS SOUND CONTROL	3.5 4.0 4.0	4.0



Legacy of Kain: Defiance

Two vampire tales distilled into one bloody awesome action title

Crystal Dynamics' two vampiric leading men come together in the crown jewel of the Legacy of Kain franchise. Defiance is a sure step in a new direction, but it looks like this journey could stand for a few more steps.



Dracula's Got Nuthin'

Crystal Dynamics has been mum on Defiance's story, and for good reason. This tale of two creatures is deep, complex, and ultimately has very little to do with what you actually do in the game. It does, however, tie together the Soul Reaver and Blood Omen story lines rather well, and it's a gripping story to boot. Kain and Raziel both have more complexity than any five characters from other action games, and that's certainly a good thing.

Defiance shines with pure entertainment value with crisp and gorgeous visuals and squishy sounds that invoke the feeling of steel crushing flesh. The voice acting and dialog are toned down quite a bit from those of previous games, so Defiance sounds less like a high-school vampire play and more like a Hollywood tale of fate and revenge. What's more, you actually *feel* like a master vampire or ravenous, soul-harvesting spirit as you mow through legions of enemies, tossing some onto spikes and saving the weak ones to devour after the battle. Both versions of the game are identical in presentation; you can't go wrong with either edition of this well-polished gem.

Whipping Ass with Aplomb

Defiance differs from previous Kain-series games in several ways, the most important of which are the new camera system and the action-oriented gameplay. The camera, rather than chasing you as in the previous games, watches you from static positions as if operated by a cameraman offscreen. While this is awesome for presentation and helps direct players toward their goals more easily, it also obscures jumps and hides enemies, making for some frustration in combat and jumping sequences. The game's new combat system, however, is a resounding success; moments into the game, you'll be taking on multiple enemies like a champion ninja, air-juggling foes like a fiend and tossing them onto spikes with your telekinesis powers.

All's not wine and roses with Defiance, however. The awesome story doesn't exactly explain the gameplay, which involves taking out tons of enemies and running about finding objects and sticking them in doors. Half of the game literally takes place in variations of a single level with different broken platforms here and there for you to jump on. The bosses just don't seem well thought out, especially the final boss, who is apparently just trying to frustrate and bore you to death. When a game is otherwise so well polished and complete, flaws like those are disappointing but minor.

Blood on the Lens

70 GAME

Make no mistake: Defiance is a first-rate game with some serious improvements over the previous entries in the series. The flaws, which sound bad on paper, are but tiny specks on the shining glory of Kain's resurrection.



PROTIP: These spirit creatures are almost free health while in the spirit realm. Be sure to eat them while they're translucent, though, or they'll come back to life.



PROTIP: To beat Turel, wait for him to use his sonic attack, then find the gong on the wait that's emitting sonic waves. Hit the gong with your telekinesis and then run over and smack him while he's stunned.



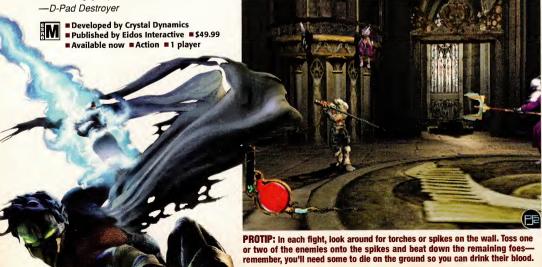
PROTIP: These animated statues aren't too bright. If you get them bunched up together, they'll kill each other trying to hit you.



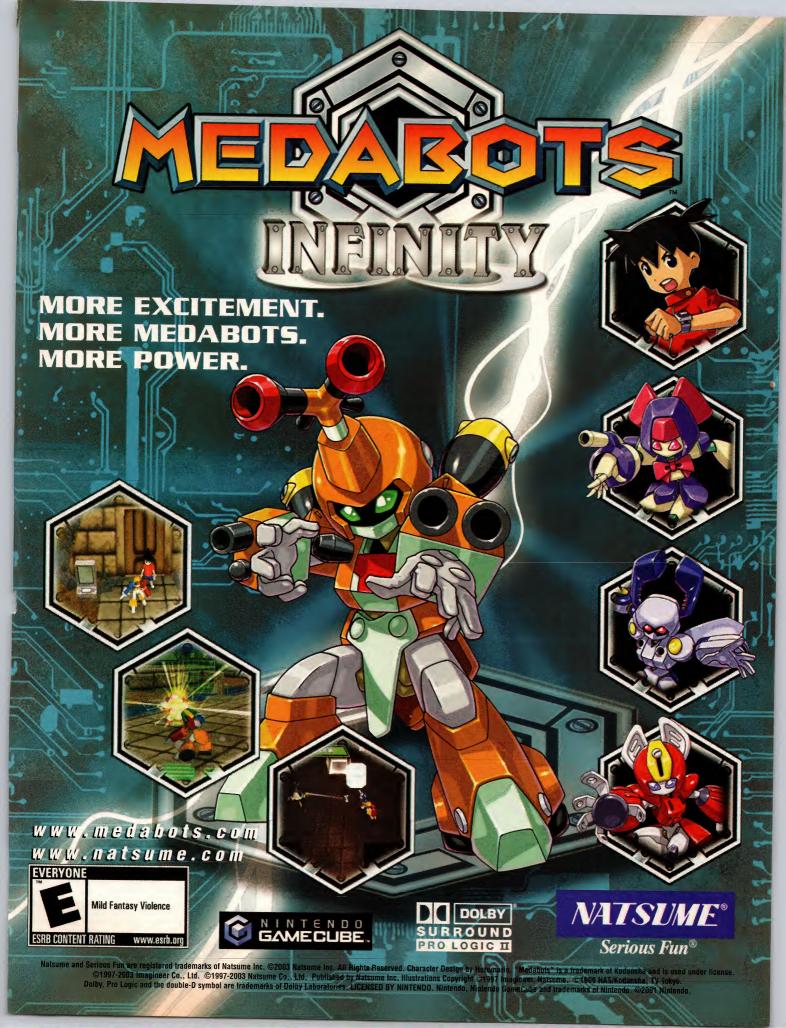
PROTIP: Flaming enemies will run around like mad, catching other foes on fire in the process. If there are sconces on the wall, use your telekinesis powers to toss baddies into the fire.



PROTIP: Your attacks won't stop large monsters from stomping or smacking you. To defeat them, you'll want to lure them to attack, dodge, and then run back in for a few much strikes.



GRAPHICS 5.0 FUN FACTOR 4.5 GRAPHICS 5.0 SOUND 4.0 GRAPHICS 5.0 SOUND 4.0 A 5



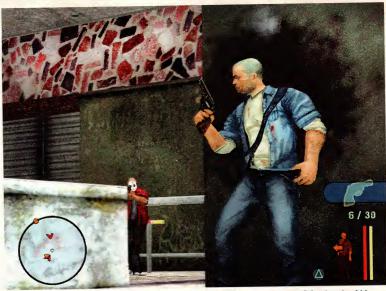
Manhunt

Manhunt is dark and disturbing, but it's also challenging in ways that few games dare to be.

Manhunt is a tough game to view objectively. On one hand, it's a challenging test of skill that's frequently frustrating and often rewarding. On the other, it's loaded with potent violent imagery as it depicts the world as a dark, evil, rotten place where almost no one gets out alive.

PS2 8mm

From a third-person perspective, you play James Earl Cash, a man given a death-sentence reprieve by "the director," an unseen nemesis who communicates via an earpiece (the USB headset option is a great touch). You can earn your freedom but only by passing through several run-down areas populated by foul-mouthed, reprehensible street slime (supremacists and survivalists), looney-bin inmates, corrupt cops, and merciless S.W.A.T. teams. Oh, there's a bounty on your head, too.

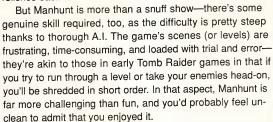


PROTIP: When taking cover from incoming gunfire, wait until your enemy stops firing to reload his weapon-when he does, blast him.

The Toolbox Murders

kill. You can use cans, bottles, and, ahem, severed heads to lure enemies to look in the opposite direction as you sneak in from behind.

Woven into this gameplay facet is Manhunt's biggest gimmick: executions that vary in brutality depending on how long you remain poised behind a potential victim before striking. Successful slayings are presented via grainy, handheld footage reminiscent of a snuff film. Yes, this is all very gory, grisly, and absolutely not for kids or anyone with a weak stomach as people are decapitated, disemboweled, perforated, shot, and chainsawed-all to the cackling delight of your offscreen savior (brilliantly voiced by Brian Cox), who relishes each kill.



Manhunt's aesthetics pack a punch. City walls are peppered with graffiti, and the red palette is put to excellent use as blood splatters, flesh shears, and the occasional skull shatters across the screen. However, areas are very dimly lit, and the occa-

sional awkward camera angle does hinder the action. The audio track

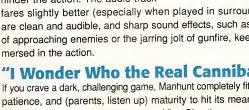
fares slightly better (especially when played in surround): Voices are clean and audible, and sharp sound effects, such as footsteps of approaching enemies or the jarring jolt of gunfire, keep you im-



PROTIP: Don't waste time using the crowbar on gates that are locked with a chain and padlock; shoot the lock instead.



PROTIP: To make Piggsy fall to his death in Deliverance, lure him onto the fenced section on the floor two times.





You begin with handheld weapons—glass shards, wire, plastic bags, hatchets—and acquire more potent "tools" as things progress. Stealth, though, plays a vital role in scoring a successful



PROTIP: You can unlock Bonus Scenes by getting three stars or higher on 1-5, 6-10, 11-15, and 16-20.



PROTIP: If you're hiding in the shadows or around a corner and an enemy is very close to your position, don't reload your weapon because if he's close enough, he can hear you.



PROTIP: Kick any trash bags that you come across because you may reveal power-ups inside them.

"I Wonder Who the Real Cannibals Are..."

If you crave a dark, challenging game, Manhunt completely fits the bill if you have the fortitude, patience, and (parents, listen up) maturity to hit its mean streets. And although Manhunt bears the same developer name as Vice City, those expecting this to be a simple Grand Theft Auto offshoot will be sorely mistaken. Off you go.—Major Mike

■ Developed by Rockstar North ■ Published by Rockstar Games ■\$49.99 ■ Available now ■ Action/adventure ■ 1 player





Mission: Impossible-Operation Surma

Ethan Hunt is no Sam Fisher, but he does stealth well enough that this Mission: Impossible is worth choosing to accept.

Without a third Mission: Impossible movie on the horizon, making a licensed game is something of a risk for Atari, but it pays off nicely in this solid stealth game. Mission: Impossible—Operation Surma can't hold a candle to Splinter Cell, but it's a rousing, enjoyable adventure that's worth playing while you wait for Pandora Tomorrow.

Clandestine Action

Operation Surma puts Ethan Hunt on familiar ground: donning face masks, playing with slick gadgets, and slipping past security. The game's story involves computer viruses, Eastern European dictators, and other standard mumbo-jumbo that adds up to a fine excuse for infiltration. The game's 29 levels span four sizable locations that are ripe for said infiltrating, and Operation Surma deploys the standards of hiding in shadows, sneaking past cameras, and clobbering hapless guards with aplomb. The game-play also provides some welcome variety with levels that involve runn-gun combat and, near the end, an awesome and difficult skydiving/jetpack sequence that reminds you that this developer also created

103 90 - 100

PROTIP: For better control when parachuting, constantly hold B to flare the chute.

Pilotwings 64 for the Nintendo 64.

As far as the standards go, Operation Surma is wise and careful to one-up Splinter Cell, adding a needed sense of freshness to the action/stealth genre. The hand-to-hand combat isn't limited to just elbows; Ethan can punk fools in all kinds of ways. And the gadgets are really sweet, ranging from a floating spy camera to an electronics-warfare gun.

Impossible Mission

A couple of downsides to point out: The game uses checkpoint saves, but it's painfully stingy in dispensing them. You have to be ready, will-

ing, and able to muster the patience

for try-die-repeat cycles, especially since Operation Surma ain't easy and some levels, like keeping a low profile while following Sofia into the compound, are downright unfair.

Also, platform-gaming elements elbow their way into the fray at regular intervals, which will give you *Galaxy Quest* flashbacks—why is the computer core always at the center of a maze of absurd traps? If the bad guys put it in the lobby, no one would ever find it....



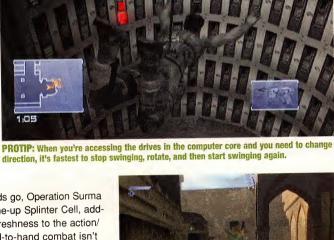
PROTIP: Advance across the firing range in Los Muertos by memorizing the pattern of targets and moving between them for cover.



PROTIP: The fastest way past the securityscanner beams is to just roll as you run through them.



PROTIP: You'll need to use the wasps to take out four enemies when you're escorting Sofia—the last two emerge from behind doors.



PROTIP: Item selection pauses the game. Use that to lessen the heat of battle and decide your next move.

Shadow Ops

Operation Surma's rich environments and lighting are the best part of the graphics, creating eye-catching scenery. The characters look a little too tubular and round, and their animation is sometimes sketchy, but the visuals are very solid overall.

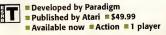
Great voice acting and sound effects keep the audio side strong, especially with Ving Rhames reprising his role as Luther, the mission controller. Tom Cruise is nowhere to be found, but Atari had no say in whether he'd participate.

On the control side, Hunt mostly handles just fine. It feels a little funky when you try to rotate the direction he's facing (to deposit a body in the shadows, for instance), and

the item switching is a little clumsy, but neither issue is serious.

Atari's previous Mission Impossible games came out so long ago that the company was just settling into the Infogrames name, but this Mission soars head and shoulders above those PlayStation turkeys. You can expect Sam Fisher to smoke Ethan Hunt when Pandora Tomorrow comes out, but until then, Operation Surma is a great way to keep your stealth skills sharp.—*Air Hendrix*

Also on the PS2





Battlestar Galactica

Following in the wake of Star Wars back in the late 1970s, Battlestar Galactica did a commendable job of bringing epic outer-space combat down to Earth as episodic TV fare. Battlestar Galactica the game represents with similar fortitude, at least enough to satisfy space jockeys with an immediate itch in their trigger fingers.

As with the TV series, Star Wars this is not. Rogue Squadron is pretty, Battlestar is pretty intense. The fierce and sometimes frenetic spaceship combat bombards the screen and challenges your skills at the controls



PROTIP: When flying head-on into a Cylon squadron, attack from long range, hold the secondary weapon button to achieve missile-lock on several enemies at once. then release to launch multiple missiles. Hold the primary weapon button, too, for a devastating one-two punch.

of a Colonial Viper fighter versus all manner of craft piloted by the Cylon robots. In the mold of Wing Commander, the futuristic fighting places a heavy reliance on technology in the form of radar, homing missiles, longrange sensors, and the like. In fact, when the fighting's hot and heavy, you're really just concentrating on chasing and aiming at gunsight reticles, which doesn't leave time to appreciate the good-looking design and architecture of the enemy craft.

PROTIP: The primary target locator is key to surviving the frenzied combat action. Whenever you don't know what to do, hold the button and intercept the target indicated.

The deft controls open up an entertaining mix of gameplay. They enable you to pull some big-time G-forces while maneuvering your Viper, and you can lay down deadly firepower by easily switching between primary and secondary weapons. You can even configure the effects of your missiles on the fly during combat. Additionally, you man a turret gun from a first-person view from within a Colonial bomber.

Battlestar Galactica coats a thumb-blistering shooter with an old-school, sci-fi license. There's nothing particularly special here for classic TV fans, but classic shooter fans will find a battle worth fighting.—Brother Buzz Also on the PlayStation 2



■ Developed by Warthog ■ Published by Vivendi Universal Games ■\$49.99

Available now Action ■ 1 player



GRAPHICS SOUND CONTROL

PROTIP: Ghosts that follow Pac-Man

through the tunnel slow down dramati-

cally. Pac players should use it for escapes.

7000

99999

Pac-Man Vs.

Shigeru Miyamoto will never be accused of having too few unusual ideas. His latest is a collaboration with Pac-Man creator Toru Iwatani that re-engineers the dot-chomping classic as a multiplayer power struggle. It's just weird enough to be worth owning for posterity.

There's no single-player game—you'll need at least two people and one Game Boy Advance system (with a GameCube link cable). On the big screen, three ghosts search for Pac-Man, but they can see only a small amount of the maze at any time. On the GBA, Pac-Man has the traditional top-down view of the whole playfield,

4720

PROTIP: Pac-Man can actually sneak past the very edge of a ghost-you get nailed only if you hit the center of the ghost.

PROTIP: Distance yourself from the angel hunters and fire off your gun or helipower

to slow them down. It's no good to attack

them with your ax.

but he's outnumbered three to one. If a ghost catches the Pac, the roles switch (read: The GBA is passed to a new player), and the hunter becomes the hunted. If a monster grabs the fruit first, their field of view widens, making Pac easier to track. Cherries are no longer a tasty option—suddenly, they're a matter of life and death.

Maybe it's just the stress of multiplayer hijinks, but Pac-Man seems to move agonizingly slow; this wild goose chase could be more wild. The GBA directional controls feel a little mushy, but all wrong turns on the GameCube end of things are the players' faults. The announcing is handled by none other than Mario, which gets annoying fast. Graphically, the game resembles Namco's old coin-op Pac-Mania.

You can get Pac-Man Vs. only as part of another purchase (it's bundled with the GameCube versions of I-Ninja, R: Racing Evolution, or the budget-priced Pac-Man World 2), but if you're a regular multiplayer gamer, this should be in your collection.—Bad Hare

■ Developed by Namco/Nintendo ■ Published by Namco ■\$29.99-\$49.99 (depending on bundle) ■ Available now



SOUND



pawn Armageddon

Much like the true evil of this world, the devilish exploits of Spawn can never be totally erased from existence—hence the next showing of Todd McFarlane's superhero on this generation's console systems. Ah, where's the holy water when you need it?

Armageddon is based on the first 99 Spawn comic books. But unlike the compelling read in the comics, this game is only about beating up everything that moves. As Spawn, you take on the plethora of demonic and angelic creatures that are out to get you in over 30 levels, plus (and even more brainlessly) you receive extra points and unlock puzzles by destroying inanimate objects, such as lots of crates and oddly placed control panels.

Your offense relies on an armory of explosive firepower, destructive hell powers, and Spawn's living chains for fast grappling maneuvers.

Although Armageddon's selection of slick, diabolical hardware is great, using it turns into a fumbling experience. Between multiple foes attacking in every direction and the unintuitive button setup, switching between your weapons is a chore. The lack of any type of defensive move, including a simple block, is just baffling in this type of game.

Armageddon's visuals could use more polish, too. Gliding through the air with his magnificent red cape, Spawn looks marvelous. The environments, however, don't keep up. Armageddon's world is far removed from the sharp illustrations found in the comic. Instead, levels seem bland, small, and with little detail.

The game may be the best Spawn game to date, but that's not saying much with a showing that's this disappointing. Exorcise those evil thoughts and pass on Armageddon.—Four-Eyed Dragon

Also on the Xbox and GameCube



■ Developed by Point of View ■ Published by Namco ■\$49.99 ■ Available now ■ Action ■ 1 player



PROTIP: Destroy every inanimate object you can see. You'll usually find some helpful power-ups.

SOUND

Maximo vs. Army of Zin

Maximo vs. Army of Zin adds enough new-school platforming twists to keep things fresh while still maintaining the satisfying old-school feel of the original.

The first game, Maximo: Ghosts To Glory, was a fine 3D platformer in the tradition of the classic Ghosts 'N Goblins series, but some felt many aspects of the game, such as the precision jumps and strict continue system, were too difficult or unfair. Maximo vs. Army of Zin modernizes these elements to address such concerns and polishes everything else that worked to boot.

Past Glory

Two key ingredients that made Maximo's previous adventure stand out were the tight controls and intricate level designs. The developers behind Maximo vs. Army of Zin were well aware of this and tweaked those strengths to great effect. All the things you wished were improved upon from the original's gameplay have been addressed, too. The combat system is more complex with rewarding combo bonuses; you have new upgradeable weapons at your disposal; and the platform jumping is a tad more forgiving. It's worth expanding on the platform-jumping issue as it was so unforgiving in the last game. The sequel hasn't dumbed it down at all, just softened it enough to prevent gamers from destroying their controllers out of frustration. Now, you can grab onto ledges if your timing isn't perfect, and most of the toughest jumps are optional grabs for items instead of barriers preventing you from advancing.

The level designs also have more variety with some neat interactive touches and tricky secret areas to discover. Progression through the levels is well balanced, but there is definitely a big jump in difficulty after defeating the first boss. You'll also see that the differences in terrain reflect the story rather than encountering an obligatory snow or jungle area for the sake of mixing things up.



PROTIP: Use the Bleak Forge to freeze surrounding enemies while still damaging the boss.



PROTIP: The Spark Aura is a great defensive aid against aggressive enemies.



PROTIP: These scarecrows not only like to attack out of the blue, but they also hurl one last strike after dying.



The visuals have been noticeably beefed up with a more mature-looking Maximo, detailed enemies, and distinct levels. The game features a lot more graphical effects, which give the overall production a slick, polished look. Also adding to the presentation are the greatly improved in-game and prerendered cinematics. Fans of the cheesecake-laden movies from the last game may be disappointed that the focus is more on the story this time than rescuing hot maidens. The unlockable picture and movie gallery is

back and larger than ever, adding incentives to master every task.

The game's audio presentation is great and features a variety of themes that match the levels. The voice acting is good, although the characters could use a lot more fleshing out and the dialogue could be a bit

punchier. Also, very little attempt is made to catch up or explain insider references to players who haven't played Maximo: Ghosts To Glory.

In the end, Maximo vs. Army of Zin comes off as a fantastic platformer with a long and challenging adventure

that also packs a healthy amount of replay value. However, it is highly recommended that you check out the first game before tackling the Zin.—Tokyo Drifter



Developed and published by Capcom

■ \$49.99 ■ Available January

Action 1 player



weak points like this huge glowing eye, for example.



PROTIP: Obtain the Midas Aura early to help grab out-of-reach treasure.

PARTEPRO



PROTIP: Enlist Death's aid when you're outnumbered or starting to run low on health.

Harry Potter and the Sorcerer's Stone

wait...didn't this game come out already? Yes, but that apparently hasn't stopped EA from releasing a new version of Harry Potter and the Sorcerer's Stone for the PlayStation 2. Why? Um...because it's the holidays and there's money to be made.

Maybe that's too cynical (and it's only \$30), but it's hard to tell why this game exists, at least now—there's no movie tie-in, and this story (the first book in the franchise) has been told in a PlayStation video game already. It's not the same exact game, but the run-around-Hogwarts-and-collect-stuff gameplay is close enough to be a detriment. Among the new bits: button-assignable spells, optional side quests, a bit more variety to the gameplay and, of course, much better graphics throughout (which makes exploring fun—you



PROTIP: Even if Percy spots you heading for Fred and George's hideout, you can run for It without being caught.

really get a sense of the school's scale). But the core still involves lots of non-skippable cinematic sequences, a fidgety camera (and finicky controls), overearnest voice acting, and tepid platform-style action (any game where the first true action sequence takes place in a room full of crates set up for jumping puzzles is trouble).



PROTIP: After you collect the Lumos spell, use it to locate a secret wall panel and then escape.

It's more interactive and enjoyable than the PlayStation game, but it still feels like a rehash. Since the old game runs on PS2 hardware, too, why not take a totally different approach to telling the book's tale here? This is the game that should have come out first to launch EA's franchise, but being so late and similar, it's now for hardcore Potter fans only.—Dan Elektro

Also on the Xbox and GameCube

E S R B

■ Developed and published by EA Games ■\$29.99 ■ Available now ■ Action/adventure ■ 1 player

RAPHICS 4 COUND 3 CONTROL 3 FUN FACTOR



PROTIP: String together combinations, and you'll be able to go on a full-on spazz-out berserker rage.

I-Ninja

Bubble-headed progeny of Shinobi stars in this lackluster, by-the-numbers platformer from the same studio behind other hop-heavy fare like Bionicle and the surreptitiously canned Malice. Guided by the spirit of a mortally challenged ninjutsu master, your character, a hopping little Cuisinart referred to only as "Ninja," stalks shipyard hub worlds, jungle playgrounds, and amusement park factories while sticking it to evil ninjas, giant bugs, and flame-spitting Dobermans with an assortment of airborne

strikes and spinning attacks. Not content with merely running along surfaces, our little chop-socky elf one-ups Sega's wall-jogging shadow warrior by grinding rails, scooting up and down half-pipes, riding barrels, and manning turrets while pausing for both occasional submarine duel and giant robot brawl mini-games.

Barring some first-rate head-chopping and awe-inspiring vertical

bodily bifurcations, Argonaut Games goes for a fantastical, kiddified approach in the vein of the NES Kid Ninja by insisting that ninjas kill crates, stockpile coins, and metamorphose into giant bowling balls. Poppy, goofball visuals will make the young'uns squeal with delight as long as the ear pus—inducing vocals don't have them screaming for mercy. An innocuous, lighthearted romp that's been done and done much better with plumbers, hedgehogs, and marsupials, what really makes I-Ninja more Michael Dudikoff than Sonny Chiba are the cheap-shot challenges that force you to replay levels against only a clock...woah.—*Pong Sifu*

ehogs, ot chalmissiles rather than trying to dodge them.



GRAPHICS SOUND CONTROL

PROTIP: When sneaking up on the trolls, move

In a counterclockwise circle around the fire and

2.5

Also on the Xbox and GameCube



■ Developed by Argonaut Games ■ Published by Namco ■ \$49.99 ■ Available now ■ Action ■ 1 player

The Hobbit

This unreliable interpretation of Tolkein's *The Hobbit* places Bilbo Baggins in a bizarre world where he must collect coins, drag boxes, swing from ropes onto platforms, and complete banal errands that are at best nominally affiliated with the actual book. The game's creators have taken a literary masterpiece, stripped away its lyricism and wonderment, and left a withered husk of a formulaic platformer. If you love all things Tolkein, turn your head in disgust and steer clear. You're better off re-reading the book, watching the cartoon with the cool songs, or finally cracking open *The Silmarillion*.

If this game existed in a vacuum and didn't have a pedigree to live up to, it would still wallow in mediocrity. Environments and textures are well rendered, but characters and monsters are angular and bland; the voice

PROTIP: These guys are hard to hit with rocks. Switch to your staff or sword when they get close.

acting presents a few bright spots in an otherwise dull soundscape; and the clunky controls make combat and ledge-hopping a tiresome chore.

Bilbo's slow attack combos are boring and do inconsistent amounts of damage, and jumping from rope to rope is another particularly unrefined element that results in many needless deaths. Since Bilbo is supposed to be a Burglar, thieving and stealth are integrated, but they play out as simplistic timing games instead of actual challenges.

Tolkien's work has inspired heaps of amazing art, music, film, animation, and at least one good video game (hint: it's not this one). But this revisionist take on *The Hobbit* is aimed squarely at making a quick buck by riding Peter Jackson's coattails.—*DJ Dinobot*

Also on the PlayStation 2 and Xbox



■ Developed by Inevitable Entertainment ■ Published by Vivendi Universal Games ■ \$49.99 ■ Available now ■ Action/adventure ■ 1 player



stay off the dead leaves.

GRAPHICS SOUND CONTROL

3.0 3.0 2.5

FUN FACTOR

Grand Theft Auto Double Pack

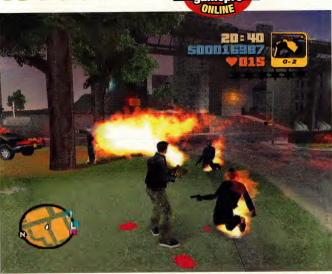
This review is not only late, but it's also pointless—and both for the same reason. Rockstar did not submit advance copies of the Grand Theft Auto Double Pack so that a review could come out at the same time as the game. The company knows, as gamers do, that if you've been waiting for GTA III and GTA: Vice City to come out for the Xbox—especially after months of rumor-mongering and poorly kept secrets—you're gonna buy them regardless of what anybody else says. You want them, and Rockstar wants you to want them. So maybe the GTA Double Pack wasn't worth the fuss, but for Xbox owners, it's certainly worth the money.

Mob Hits

Grand Theft Auto III gave Rockstar's franchise new life with a seedy 3D celebration of New Yo...um, Liberty City's crime underworld; its follow-up, Vice City, threw in motorcycles, a chainsaw, and a 1980s nostalgia trip, complete with pastel suits and Florida drug lords, but plays more or less like an expansion pack. Both games offer mission-based scenarios within an autonomous, "living" environment, where pedestrians fight back, police try to run you off the road, and numerous hidden challenges and surprises await any explorer curious enough to seek them out. More than the violent content (yes, you can light cops on fire and hit prostitutes with baseball bats), those free-roaming elements are what make both GTA games such addictive (and historically important) games.

Besides the two-for-one price, what do Xbox owners get for waiting? Shinier cars. The games also support hi-res 480p displays and custom soundtracks (almost a shame as the radio stations are a large part of the games' personality and atmosphere—for the true experience, stick with the original soundtracks), but the rest is more or less unchanged. Actors like Joe Pantoliano and Ray Liotta lend their voices, and sharp controls are nearly identical to those in the PS2 edition (triggers are used for gas and brake). The original gameplay has been preserved, but you'd think Rockstar

PROTIP: Cops on your tail? Enter a mission, fast—they'll



PROTIP: In GTA III, take the Portland L train to Hepburn Heights. Continue walking forward on the track and look for a rooftop on your left with a hidden package and a flamethrower.



PROTIP: Often, the easiest way to steal a motorcycle in Vice City is to knock its rider off with a bigger vehicle.

Two to the Head, Clean

would have enhanced the games further—or at least fixed the infamous pop-up, which still plagues every high-speed cruise through the city. There's also some choppy animation at times, such as on Vice City's RC beach track.

In other words, aside from visual upgrades, it's the same great gameplay that PS2 and PC owners have already enjoyed—and it's still must-own material.

owners have already enjoyed—and it's still must-own material. If you're an Xbox owner who waited, here's the reward for your patience. But you probably already bought it, so...—Dan Elektro



■ Developed by Rockstar North ■ Published by Rockstar Games
■\$49.95 ■ Available now ■ Action/adventure ■ 1 player



SpyHunter 2

James Bond wannabe with cool car fights Bible-thumping terrorist hell-bent on initiating an ecological helter-skelter by flooding the world and repopulating it with cultist groupies in this sequel to a remake that was better than anybody expected. SpyHunter 2 places you behind the wheel of a weapons-laden ride and pits you against agile enemies that swarm you from the sea, air, and land while you blaze through Southeast Asian jungles, crowded city streets, swampy bayous, and the Swiss Alps on some 18 seek-and-destroy missions.

Explosively paced and tougher than Chuck Bronson, the game is also a suffocatingly linear one whose difficulty hinges upon repetitious trial and error, requiring you to play through levels repeatedly to memorize



PROTIP: Bullets are near useless against armored foes, so use rockets as the primary weapon in later missions.

layouts and enemy patterns. This lazy way to provide a challenge is given a shot in the arm by nerve-rupturing moments of frustration as cheap mother-scratchers often ruin near perfect runs by sneaking up

and shooting you from behind. What's perplexing about this design is how easily much of its annoyance factor could have been sidestepped with a few more intelligently placed health and weapon power-ups in many missions.

Oh, c'mon, stop looking like someone just karate-chopped your guppy in the eye. It's not all sour grapes, kids, and the sequel does improve on the original in many ways. Missions are longer, your car can transform into a snowmobile and off-road 4x4, weapon layouts can be customized between levels, and the boss battles are fantastic. It's like being David Hasselhoff in *Knight Rider* without the roadkill hairdo and sucked-in gut.—*Pong Situ*

Also on the Xbox and GameCube



■ Developed and published by Midway ■ \$49.99 ■ Available now ■ Action ■ 2 players



PROTIP: Complete secondary mission objectives to unlock better weapons.

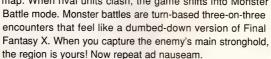
B=CANCEL>

Yu-Gi-Oh! The Falsebound Kingdom

Yu-Gi-Oh! The Falsebound Kingdom presents players with a departure from the card-based battles that popularized the franchise. While there are still plenty of monsters to collect, a realtime strategy game has been grafted onto a shaky combat system in this experiment gone awry.

The story pits Yugi against Kaiba in an epic struggle to control a tumultuous U.K.-shaped empire. Each stage of the game represents a battle for control over a region of the map. Within each region, real-time strategy unfolds on a local map. When rival units clash, the game shifts into Monster

PROTIP: Though the purple rabbit looks silly, be careful-he packs a vicious punch.



Yu-Gi-Doh!

While it shows some potential, the game's design leaves much to be desired. Stages are much too long and have no save points within them. Too much time is spent on slow-paced walking around or watching paint dry while your monsters gradually heal. You can purchase items in cities that contain a trader, but for some reason, you're not allowed to equip your newly purchased items until the next stage. You can build upgrades in cities you control, but don't expect instructions on how to actually utilize the upgrades you've purchased.

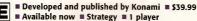
Combat seems to have no logic behind it, requiring trial and error until you can memorize which monsters are good for attacking which monsters. Monsters' turn sequencing isn't explained either, so you don't always know who will act next. For a rule-based strategy game, Yu-Gi-Oh! The Falsebound Kingdom does a terrible job of telling you exactly what the rules are, leading to massive portions of frustration and confusion.



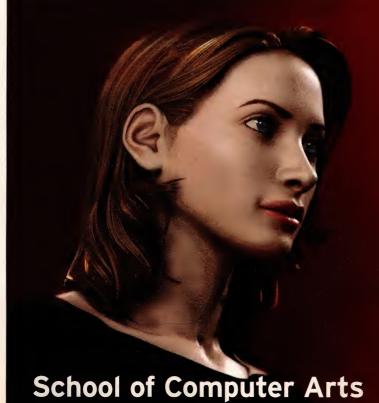
PROTIP: Use the Flame Gale attack to wear down strong monsters.

No Bed of Roses

The graphics are subpar, even by yesterday's standards. The flat, uninspired environments often resemble the crust of week-old oatmeal. Some of the monsters look good in close-ups, but the special effects during battles are cheesy and detract from character art. The music and sound effects are surprisingly decent considering the second-rate graphics. In the final tally, though, Yu-Gi-Oh! The Falsebound Kingdom doesn't even begin to scratch the surface of the GameCube's capabilities. -DJ Dinobot







Art by Jung-seung Hong, Recent Graduate, ILM Modeler

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1080° Avalanche

The first 1080° was one of the Nintendo 64's classic games—its snowboarding soared to fame by focusing on racing at breakneck speeds. This long-delayed sequel benefited greatly from extra time in the incubator, landing on firm footing with an excellent performance that honors its roots.

Not So Tricky

Unlike most snowboarding games, 1080° Avalanche revolves around blistering speed. Tricks are a very small part of the action, coming off like an afterthought, so veterans of the SSX scene probably won't get their groove on here. 1080° is actually a racing game that happens to involve snowboarding—a unique take that built its fan base on the N64.

The game does a fantastic job of delivering on that premise. The sensation of speed as you rocket down the mountain will truly rattle your senses, and the exceptional control pays off nicely. You can push each descent to the limit, and the thrills mount as you desperately cling to the fine line between notching a record-setting time and a run-ruining wipeout. The feel of the controller is also outstanding—the differences between plowing knee-high powder and skidding along ice are sublimely conveyed.



PROTIP: Always crouch for maximum speed unless you're in a difficult spot and need more control over turning.

. 1'33"DD

m'3m"m3

1080° provides plenty of variety. Match mode is the focus, offering four series of races (the final one, Extreme, unlocks only after winning Hard). You can also tackle slaloms, which reward you with wacky secret boards (like an NES controller!), and time trials, which provide invaluable practice and the opportunity to collect coins that unlock better gear. A small tricks challenge puts you on a ski jump and in a halfpipe to rack up the points.

Particularly when collecting coins or playing on Extreme, 1080° requires obstinacy. You have to take the time to master a run, racing it multiple times to learn the best line and locate the coins. 1080° fans will revel in the experience, but others may find it a bit repetitious and frustrating.



PROTIP: In the Novice challenge, look for the grind along the tree log after you break through the gate near the end—it's a big shortcut.

Deep Powder

1080°'s tracks are a blast, mixing dizzying jumps with wild shortcuts and plenty of environmental interaction—the word "avalanche" isn't in the name for nothing. Visually, the game doesn't look quite as lush as it should, but there's great

variety in the environments and solid animation. Instead of the usual chirpy Nintendo fare, 1080°'s alt-rock tunes are unexpectedly modern and engaging, while the sound effects and dialogue are just decent.

Another coat or two of polish wouldn't have hurt, but 1080° is still a fine game that ranks as one of the GameCube's brightest holiday lights.—*Air Hendrix*



■ Developed and published by Nintendo ■ \$49.99 ■ Available now ■ Snowboarding ■ 4 players



PROTIP: On Revolution Cliff, line up with the trees at the

far left of the first big jump to land in position to collect



GRAPHICS SOUND CONTROL 4.5

Pokémon Channel

Pokémon Channel features a variety of interesting activities tailored for die-hard fans of the pocket pets, but it will leave everyone else looking for the remote.

Pokémon Channel is very similar to Hey You, Pikachu released for the Nintendo 64 a few years back; the main portion of the game requires raising the cute yellow critter and keeping him happy. You can interact with Pikachu in many ways, such as playing catch or planting flowers, but it seems the activity of choice is always watching TV. Similar to Animal Crossing, the game uses the GameCube's internal clock to track usage, so certain shows and events take place only at very specific times. As with all things related to Pokémon, collecting items is a prominent part of the gaming experience.



PROTIP: Spoiling Pikachu too much can

The graphics are suitably bright and colorful, although overall locations are somewhat limited. All the Pokémon animate quite smoothly with a number of adorable facial animations. The sound

presentation is also at the level fans have come to expect with all the correct voices for the characters. The only notable exception is Professor Oak, who speaks only through text, which is quite disappointing. The controls are extremely simple and do their job well once you realize all the restrictions.

Pokémon Channel is a nice distraction with lengthy play value for dedicated fans of the series as long as they can deal with the slow pace and limited interactivity. However, anyone looking for a good virtual pet simulator should look elsewhere.—*Tokyo Drifter*



around each area.

GRAPHICS SOUND CONTROL

PROTIP: Pikachu can help you find items hidden

0 FUN FACTO 0 3.0



Developed and published by Nintendo \$29.99
Available now \$Virtual pet \$1 player

Fatal Frame II: Crimson Butterfly

Twin waifs get terrorized by flying kimonos and rolling balls while chasing glowing butterflies in this prosaically paced shocker that goes for the brain instead of the throat with lackluster results. Part mystery, part psychological torture, Fatal Frame II embraces both the best and worst elements of the modern Japanese horror film, and its hairraising visual creep-outs and deft handling of foreboding folklore are undermined by a steadfast reliance on survival/horror-genre trappings and boring execution.

Of Unknown Origin

Precocious teen Mio has had her share of hard knocks. As a child she nearly snuffed out her sister, Mayu, and now she's lost in a strange town and mixed up in some bad hoodoo involving ancient sacrificial rituals and the opening of the gate to Hell. Armed with a telepathic radio and a customizable über-camera that can be upgraded and outfitted with different types of psychic lenses, Mio, gimp twin in tow, pokes around haunted houses and village shrines, collecting notebooks, diaries, newspaper clippings, and herbal medicine while exorcising ghosts by taking their photograph. Though Fatal Frame II: Crimson Butterfly takes its chances with a

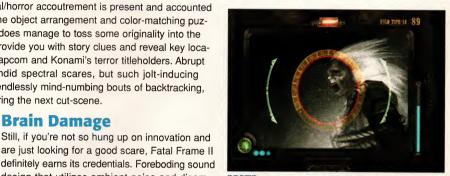
snapshot-battle concept that borders on camp, it hedges its bets in other ways by making sure that every imaginable survival/horror accoutrement is present and accounted for: stylish camera angles that kill the controls; inane object arrangement and color-matching puzzles; and rampant key retrieval. Though the game does manage to toss some originality into the mix—taking the right picture when prompted can provide you with story clues and reveal key locations—it's still just second-string material next to Capcom and Konami's terror titleholders. Abrupt pissed-off poltergeist attacks provide some splendid spectral scares, but such jolt-inducing moments are too few and far between amidst the endlessly mind-numbing bouts of backtracking, meandering, and room-revisiting in hopes of triggering the next cut-scene.



PROTIP: If you're near a ghost but having trouble getting it into focus, switch to a more powerful film type.



As you stare into the eye of fear, so it stares back at you,



PROTIP: Don't bother trying to fight this bad boy; run like

the Silent Hill games, and bone-chilling opticals are highlighted by visual hallucinations and nerverattling black-and-white flashbacks that play out like nightmares psychically stitched onto film. It's the kind of game that's meant to be played late at night with all the lights turned off; and if you're in the right mood, its imagination, devastatingly heart-breaking story, and carefully measured scare tactics can overcome its shortcomings.—Pona Sifu



Brain Damage

■ Developed and published by Tecmo ■ \$49.99 Available now Survival/horror 1 player

Still, if you're not so hung up on innovation and

design that utilizes ambient noise and disem-

bodied voices to increase tension rivals that of



SOUND CONTROL

PROTIP: In Mission 16, use the L trigger

to lock on to S.W.A.T. officers before firing,

otherwise you'll not only kill them but you'll

erminator 3: Rise of the Machines

Terminator 3: Rise of the Machines is a first-person shooter interspersed with third-person fighting levels in which you play as the captured T-850, sent by Kate Brewster to aid the Tech-Com resistance. Your missions initially involve rescuing Tech-Com fighters from Sky-Net forces, but as the story progresses to follow the plot of the Terminator 3 movie, you'll be sent into the past to prevent the T-X from assassinating Kate and John Connor. Unfortunately, Rise of the Machines is endowed with numerous glitches and flaws. The first-person shooter

PROTIP: During your first battle with the T-X, don't get too far away from her, or she'll fire an electrical charge at you.

engine has horrendous hit detection. Enemy fire goes through walls, which leads to many instances of getting shot by enemies you can't see. The third-person fighting system is primitive and mediocre-combos are limited to three hits, and movements are sluggish. The graphics are muddy, and the game paths appear indistinguishable. The Terminator Vision mode adds to the

also fail the mission. disorientation as depth perception is virtually nonexistent. Another flaw is the NPC characters' reactions. When they're not running into objects or enemy fire, they're not reacting at all, effectively eliminating them from the game—it's a major pain, especially when the mission objective involves them. The sound is excellent for the credits and menu screens, but barely adequate for most of the actual game.

Add to this the fact that Rise of the Machines' total gameplay time (minus cut-scenes) clocks in at a measly two and a half hours, and this game is definitely only a weekend rental.—Rice Burner

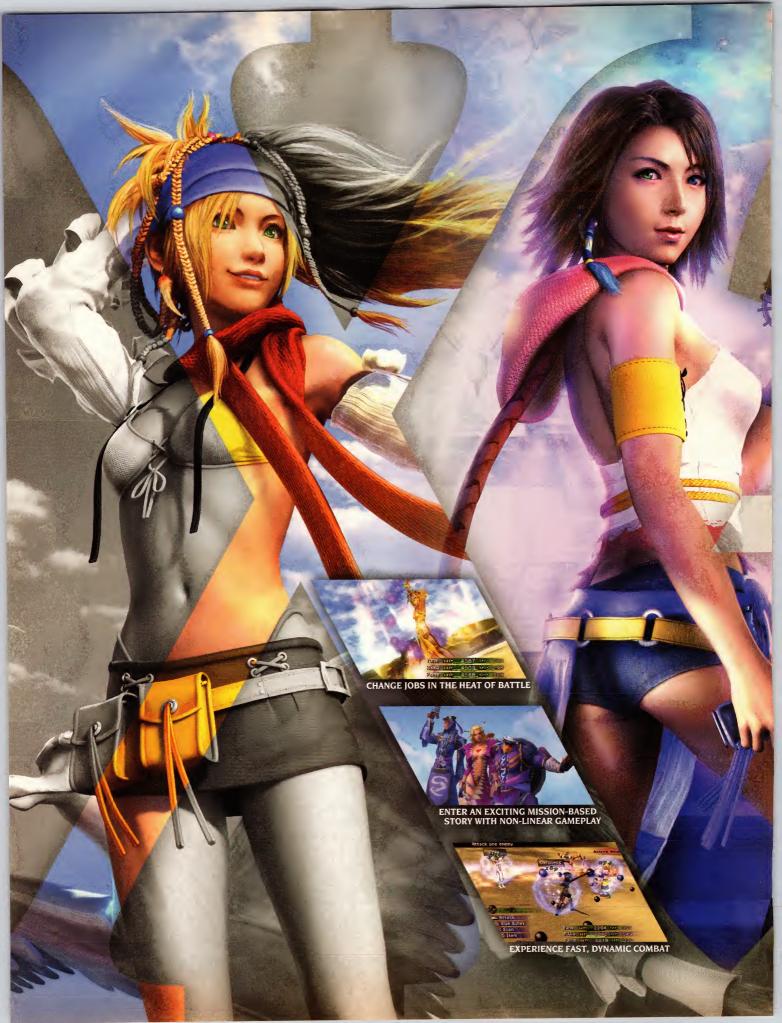
Also on the PiayStation 2



■ Developed by Black Ops ■ Published by Atari ■ \$29.99 Available now First-person shooter *1 player



GRAPHICS SOUND



PlayStation_®2

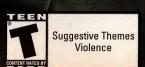


FINAL FANTASY, X-2

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SQUARE ENIX...
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Any Port in a Storm

If you take a look at the PC lineup for most of the major publishers, you might notice something very interesting: ports. Just as in the last console generation (if you'll notice, PC gaming is rarely spoken of in "generations"—a topic for another column, perhaps), publishers have begun either to port their console titles onto the PC or to bring previously PC-only titles to consoles. If you asked the people at BioWare a couple of years ago if Knights of the Old Republic was going to be on the Xbox, they'd probably have glanced at each other uneasily and said, "We're not announcing anything about that at this time." A lot of titles originally thought of as PC stalwarts have become major console names, while major console titles end up on the PC almost as an afterthought.

Why is that? Well, PC games never sell the kinds of numbers that console titles do. The Xbox version of Deus Ex: Invisible War (reviewed this issue) is almost guaranteed to sell better than the PC version, despite the PC's higher resolution and more traditional mouse-and-keyboard control scheme. To many, consoles mean big money, while PCs mean dedicated, hardcore users

The two top titles this month are both "ports" of console titles in their own way; Invisible War was developed for the Xbox and PC at the same time, while Knights of the Old Republic was released on the Xbox months ago. If you get a chance, compare the two versions of either title together and see which one you like the best. For the PC faithful, the choice is clear.-D-Pad Destroyer

Deus Ex: Invisible War

In a move that's sure not to surprise anyone, Ion Storm has delivered a sequel to Deus Ex ..gamepro that improves on one of the best games of all time. If the original Deus Ex was a master ninja, then Invisible War is a robot-alien-space-ninja with lasers and everything.

Invisible Genius

The idea behind Deus Ex has always been to give players objectives and the tools to complete those objectives however they like. The original

PROTIP: If you see a camera that's near a turret, chances are they're linked. Bypassing the camera will usually disable the turret as well.

Deus Ex was a full-on shooter/ RPG/stealth hybrid with depth unmatched by any similar game before or since. The sequel trades some of the RPG depth for more interactivity in the world in the form of a highly modified Havok physics engine, and some Deus Ex veterans might miss the sort of character customization offered by the original's extensive skill system.

ONLINE

While some fuss has been made over the game's graphics, which look exceptional but suffer from disappointing character animation and a distractingly choppy frame rate, the real star of Invisible War is the physics engine. This goes way beyond stacking crates and rolling barrels down the stairs; you can use doors for cover, throw chairs to damage enemies, and move lights to create new shadows in which to hide. The "biomod" system, while not overly deep, gives a nice layer of icing to the feeling that you control the game instead of the other way around. Even while you're solving a problem one way, you'll spot ways to solve it in different ways with different biomods; you might have disabled security beams through your neural interface, but someone with enhanced strength could have moved a nearby heavy box and entered the vent behind it.



PROTIP: The shotgun has a smoke grenade launcher as its alt-fire. If you launch one and stand outside of the smoke, you can still target enemies inside the cloud, but they won't he able to find you.



PROTIP: Collect all the food and drinks you can find. They all fit in one inventory slot, and they're good for fast and cheap health when you have a moment to rest.

PROTIP: Don't go around shooting everyone you see, even in hostile areas. If your crosshair is blue or green, that character might have something worthwhile to tell you-like a keycode or a secret location.



PROTIP: Interesting note: Sid Black gives you a 100-credit discount if you're playing a female character. Every little

Aside from the physics and the wide-open gameplay, Invisible War sports environmental sound that not only makes the world feel more real but also makes for thrilling and engaging stealth play, as well as a simple control scheme that tosses out unneeded commands in favor of a keyboard scheme that becomes second nature in moments. The choppy frame rate makes intense firefights difficult, but an included auto-aim option can help fix that.

Mind War

Invisible War is a rare bird: It's a smart shooter and a thrillpacked stealth game with a little RPG tossed in for good measure. It has its minor drawbacks, but the rest of it is strong enough to definitely be named one of the best games of the year.-D-Pad Destroyer



■ Developed by Ion Storm ■ Published by Eidos Interactive ■\$49.99 ■ Available now ■ Action ■ 1 player





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Lords of EverQuest

The world of EverQuest expands into the real-time-strategy genre with satisfactory results. Some flaws prevent Lords of EverQuest from reaching the top ranks, but there's plenty to keep gamers happy.

Here Come the Lords

An asset and a liability of EverQuest lore is that it's generic as far as fantasy tales are concerned. That's great for online players immersing themselves in adventures and mythos that they're actively shaping but not so great for creating a compelling back story for a plot-driven RTS. Lords of EverQuest gives it its best shot, but the overall execution falls short of the mark of its chief competitor, War-Craft. Some big-name Hollywood talent lend their voice to the narrative, and the musical score also tries to strike a grand chord. While some performances are solid, many border on terrible, and the soundtrack is remarkably average.

The visuals are a mixed bag. Some characters and scenery feature a fantastic amount of detail: matches to Shining armor, clothing with intricate decorative touches, and gorgeous pools of water with little fish swimming about are just some of the graphics you'll be delighted by. The cost of that eye candy is secondary characters composed of far fewer polygons, somewhat choppy battle animations, and the occasional sparse-looking levels.



PROTIP: Don't put troops that can't attack air units in harm's way, or they'll just be cannon fodder.

Feign Death

Thankfully, the gameplay shines through in a big way with a nice variety of units that upgrade and control in familiar ways. Online play in particular is great fun and only suffered lag during chaotic 12-player matches with less than ideal network conditions. The EverQuest favorite "feign death" ability comes in handy in those aforementioned battles when your Lord can't beat a hasty retreat.

Developer Rapid Eye Entertainment got plenty right with Lords of EverQuest, but it definitely feels more like a freshman effort than a fully realized RTS.—Tokyo Drifter



- Developed by Rapid Eye Entertainment
- Published by Sony Online Entertainment
- \$49.99 Available now RTS 1 player; 12 online



PROTIP: Plan strategies with other players before online matches to form cohesive battle plans.



PROTIP: A host of slege weapons make the ultimate back-up units for your main assault forces.



GRAPHICS SOUND CONTROL

0 3.5

Recommended System Specifications
Windows 98/ME/2000/XP Pentium 4 1 GHz

Star Wars: Knights of the Old Republic

B

BioWare's Xbox RPG juggernaut continues to tear its way across the role-playing-game market. This time, Knights of the Old Republic has targeted the difficult world of PC RPGs, and with some technical

caveats, BioWare's expertise has come through again.



PROTIP: Most energy shields don't protect against physical damage, so keep a vibrosword or other melee weapon handy. Lightsabers do energy damage, so they're more or less useless until the shield drops.

KOTOR Strikes Back

If you're reading this, you most likely have either played Knights or saw someone else playing it. Basically, you create a character using stats and skills based on Wizards of the Coast's d20 system and begin the plot as an amnesiac aboard a rapidly collapsing starship. Over the next 40 or more hours of gameplay, you eventually become a powerful Jedi and make your decision to either save or destroy the world. There's more to it, but that's the gist, and to tell you even a sentence more could spoil what has been one of the coolest plots in recent gaming memory. Not only has BioWare surpassed most of the RPGs on the market with this one, but it has also cleanly stolen the crown from Lucasfilm as the premiere story writers for the Star Wars franchise.

The PC version of Knights boasts higher resolutions and a

different, though not particularly better or worse, control scheme. The mouse-and-keyboard controls feel fine, but they don't mix as well with the Xbox-inspired way you move your character. A point-and-click movement scheme might have felt better. Graphically, the game looks much clearer, cleaner, and prettier on the PC, but the frame rate vibrates pretty wildly, even on a machine that's much higher than the minimum specs. More importantly, the game shipped with *major* crashing problems, especially for ATI graphics boards. Until BioWare posts a patch to address these crashes, plan to save every couple of minutes to avoid some deeply frustrating replay time.

The Hardware Menace

It's a testament to the strength of Knights' original design that it manages to be gripping and engaging while in the midst of distracting technical problems. If you have a good PC and can get a patch to fix the crash problems, this version of Knights is a fantastic way to spend your time.—*Dunjin Master*



■ Developed by BioWare ■ Published by LucasArts ■ \$49.99 ■ Available now ■ RPG ■ 1 player



PROTIP: You don't need Security skill to get past many locked doors and chests. Just whip out your weapon and bash 'em open.



PROTIP: If you're a Soldier with high Strength, it's probably best for you to charge In with a melee weapon than to hang back with a gun. You'll eventually rely on a lightsaber, anyway.

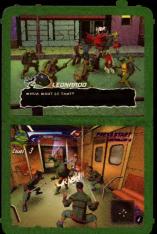


GRAPHICS SOUND CONTROL

4.5 4.5 4.5

Recommended System Specifications
Windows 98/ME/2000/XP Pentium 4 1.6 GHz
512 MB RAM 4 4 GB on HD 32 MB video card





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(THAT PART COMES WHEN YOU PLAY IT.)

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Far Cry

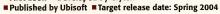
Finally, you won't be publicly humiliated in front of your peers for wearing a gaudy, bright-colored Aloha shirt—especially now that you're packing some heavy artillery under each arm. Welcome to Far Cry, a first-person shooter

set on an island paradise that's deadlier than a third-degree sunburn. Beyond the tropical allure, however, Far Cry is set to totally redefine the FPS genre.

Playing alone in the story mode, you must use a broad range of tactics to complete objectives. In fact, you can play through each area in a different manner—go guns blazing, use stealth to sneak to the next waypoint, or interact with environments for tactical maneuvers like blowing up gas canisters to distract enemy troops—making the game completely replayable. The nonlinear setup is coupled with some smart A.I., too. Nonscripted enemy reinforcements are already on the island, meaning that if

you blast the backup, areas will either be empty or less populated with baddies later on. Hostiles will also hone in on your location if they hear the sound of specific weaponry going off, either from you or someone else. And once they're alerted, you can expect plenty of opposing fire-power not only from the ground, but also from the air from helicopters and from the water from gunboats. Keep those Mai Tai's coming—Far Cry is bound to make you drunk with excitement.—Four-Eyed Dragon

■ First Look ■ Developed by Crytek











The Lord of the Rings: The Battle for Middle-Earth



As the third Lord of the Rings title published by EA Games, The Battle for Middle-Earth provides gamers with a unique approach to the epic saga of the One Ring. The Battle for Middle-Earth is a real-time strategy game that offers gamers the chance to command the massive armies of Middle-Earth in large-scale battles straight from the films. Developed by the same team responsible for Command & Conquer Red Alert 2 and Command & Conquer Generals, this game utilizes the same engine used in C&C Generals as players choose between the good armies defending Middle-Earth

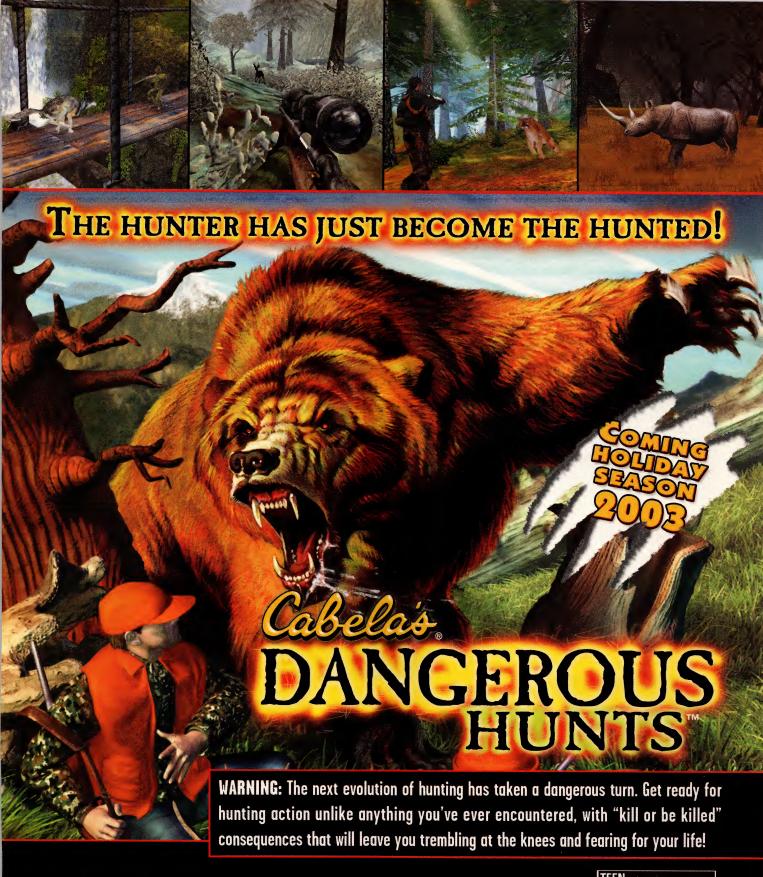
and the evil, conquering forces of the Dark Lord Sauron.

Each army has definite strengths and weaknesses, so strategy and careful planning will be the keys to either leading your forces to victory or suffering defeat. The battles are set in locations players will remember from the trilogy of movies and feature digital assets created specifically for the films. Gamers can



also look forward to more of the same outstanding presentation found in the other EA Lord of the Rings titles. The Battle for Middle-Earth features voice-overs from the cast of the films and also boasts actual footage from the three movies. Prepare for the war to end all wars when The Lord of the Rings: The Battle for Middle-Earth hits your PC this summer.—Bones









PlayStation_®2

ACTIVISION



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Vampire: The Masquerade-Bloodlines

Based on White Wolf Game Studios' gothic-punk RPG, Bloodlines casts you as a vampire, a denizen of the night who must feed on the blood of the living to survive. Yeah, there was a Vampire game a couple of years ago, but based on what we saw back at E3, this one looks good.







In Bloodlines, you play a vampire from one of the game's clans as you take part in vampire society in the underworld of Los Angeles. You'll choose from 12 vampiric abilities, including invisibility, super strength, shape-shifting, and the power to drive others insane as you explore a nonlinear world of the undead. You'll receive objectives by talking to your vampiric elders, but how you accomplish these tasks will be up to you. As you go, you'll engage in first-person-shooter-style combat and develop your



character in true RPG fashion using traits, skills, and powers taken directly from the White Wolf tabletop game.

The most interesting thing about Bloodlines is that it will be one of the first games to take advantage of Valve's Source engine, the engine that powers the much-

hyped Half-Life 2. With that kind of technology and the well-tested setting of White Wolf's game, Bloodlines should have an easy shot at eternal life.—Dunjin Master

- First Look Developed by Troika
- Published by Activision
- Target release date: June

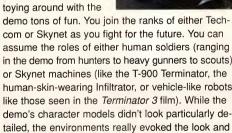




Terminator 3: War of the Machines

One of those games that makes you smack your head and wonder why it hasn't been done before, War of the Machines is essentially Battlefield 1942 set in the Terminator universe. Developed by Hungarian outfit Clevers, this no-brainer of a game goes one past other recent Terminator titles by actually being pretty good.

A demo version showed detailed environments that were a far cry from Battlefield's desert-area-with-six-bunkers maps and revealed variety among the different units that made



com or Skynet as you fight for the future. You can assume the roles of either human soldiers (ranging in the demo from hunters to heavy gunners to scouts) or Skynet machines (like the T-900 Terminator, the human-skin-wearing Infiltrator, or vehicle-like robots like those seen in the Terminator 3 film). While the demo's character models didn't look particularly de-

> feel of the films-especially the Downtown level, which, once the bullets and beams start flying, feels like you're right there fighting for (or against) humanity.

The game ought to be out by the time you read this, so if you're a fan of the films or of team-based multiplayer action. Terminator 3: War of the Machines is worth a look.-D-Pad Destroyer

■ Hands-On ■ Developed by Clevers ■ Published by Atari ■ Target release date: December









Painkiller

Here's the gist of Painkiller: You're in Hell. You have a bunch of weapons with varying degrees of violent tendencies, and there are a ton of really freaky monsters pouring out of the woodwork to kill you. Go.

The preview version shows some of the most effective mood lighting in FPS games today while serving up seemingly endless waves of creatively disturbing baddies. If you've had enough of



shooting Nazis, why not try a horde of diseasedmeat-tossing corpses or an army of hags that disintegrate into flocks of ravens when you kill them? Of course, once you collect the souls of 100 enemies, you get to become a demon yourself. Fun!

Painkiller is a simple game that pushes forward on the merits of sheer brutality and undulating hordes of enemies, and it does so with unapologetic enthusiasm. You can leave capturing hills and storming beaches to the nancies. -D-Pad Destroyer

- Hands-On Developed by People Can Fly Published by DreamCatcher Interactive
- Target release date: March





Leisure Suit Larry: Magna Cum Laude

Everyone's favorite oversexed (or is it undersexed?) loser returns to action after a long hiatus in Leisure Suit Larry: Magna Cum Laude—at least sort of. This time around, you assume the role of Larry Loveage (nephew of the original horny hero Larry Laffer) as he attempts to pull himself out of his loser lifestyle when a TV dating show comes to his community college campus.

You can expect plenty of good old-fashioned, "mature" potty jokes as much of the game's humor and gameplay was inspired by films like American Pie and There's Something About Mary (read: deli-



cious doses of gross-out humor). It's unclear yet whether this lusty adventure will follow the point-and-click style gameplay of the previous seven Larry titles, but you can look forward to the series' new three-dimensional overhaul.—Bones

- First Look
- Developed by High Voltage Software
- Published by Vivendi Universal Games
- Target release date: Winter 2004







Soldner

What's better than playing an online tactical shooter with 32 of your pals? How about annihilating them when they try the old camping sniper routine! Thanks to the revolutionary level design of destructible environments in Soldner, you can destroy just about everything but your monitor. Since seemingly safe cover can be demolished at any moment, even FPS

> pros will be forced to develop new strategies and rely more heavily on teamwork.

Set in the near future, you become a member of a highly skilled covert mercenary squad

hired by governments to "resolve" disputes clandestinely. A wide range of more than 70 playable vehicles will add to the excitement of being squarely in the midst of this modern-day conflict. The sense of realism will also be enhanced by a plethora of authentic weaponry, regular day and night cycles, changing weather, and fully customizable characters.-Bones

■ First Look ■ Developed by JoWood Productions Software ■ Published by Encore ■ Target release date: February







GAMES TO GO

We'll Miss You, Cargo Pants

This month's secret word is "convergence." Cell phones that are secretly game machines that double as DVD recorders that are actually robot maids that, in secret, play pirated games on themselves while making long-distance phone calls. You know, convergence.

The Big Question: How do you cram tons of functionality onto one tiny handheld device without making it into a Seussian nightmare? Sony recently unveiled an intriguing concept model for its upcoming PSP handheld system (see photo) that, at least in its prototypical form, is as sleek, stylish, and un-stupid-looking as you can get. While it will, of course, play games with what's touted to be PS2-level processing power (and stored on 1.8 GB discs), it will also be able to play MP3s and DVD-quality movies; Sony has even hinted at the possibility of telecommunication, meaning the PSP might have some sort of cell phone built in to seal the deal.

Cool as that sounds, convergence always comes at a price. Some complaints have already been levied against the mock-up (and that's all it is right now, just a mock-up) that having the buttons and analog pad be flat against the surface is hardly ideal for gaming, even if it does make for a cooler-looking system. And recent speculation among some Japanese developers is that the PSP will cost upward of \$400.

Is this what gamers really want—a game system that costs more and sacrifices optimal gaming in favor of a cool exterior and some multimedia gadget bonuses? As long as the games are good, the gamers will follow. And this is Sony we're talking about. You do the math.—Star Dingo





An early concept for the PSP, Sony's "Walkman for the 21st Century"

Sonic Battle

Sonic Battle finds our speedy, giant-headed Sega heroes engaged in a Super Smash Bros.-style four-player melee of smacking, hurting, and

general mayhem against their fellow mammals and robots. You knew that sweet song of interspecies cooperation you heard coming from Sonic Heroes couldn't last forever.

Every character in Sonic Battle has a set of unique special moves and a simple melee attack that can be used to smack people around the arena with extra oomph. Additionally, before each round, you can assign your special moves to Ground, Aer-

ial, and Defense slots, significantly affecting how the move behaves. Winning a battle is simple: either get the target number of KOs first or be the last marsupial standing. Despite the rather garishlooking 3D arenas, the graphics in the preview build were fast, smooth, and easy to follow, even with all the chaos.

While Sonic Battle seems to be made specifically for four players, don't fret too much if you don't have any friends. The game also boasts a surprisingly deep single-player campaign with unique stories for each character that unfurl throughout an overhead map and a quest to power up a hyper-customizable robot named Emerl by earning Skill Points and stealing the

other characters' moves in battle. There's a surprising amount of depth here, especially for a handheld wacky happy party/fighting game.—Star Dingo

- Hands-On
- Developed by Sonic Team
- Published by THQ
- Target release date: January















AMES TO GO

Sword of Mana

Once upon a time, there was a superlative SNES game from Square called Secret of Mana, an action/RPG with a great little twist: a ring of eight weapons to collect, each with very distinct strengths, weaknesses, and uses. Each weapon could be leveled up, and the quest was structured so that no single weapon ever became obsolete.

The Legacy of Mana

Sword of Mana for the GBA is the first real successor to that classic from Nintendo lore, featuring the same style combat and weapon scheme. At the beginning of the game, you choose



PROTIP: If you rely too much on magic ability, following the sorceress's quest will be more difficult than follow-

one of two characters-knight or sorceressand follow his or her story through to the end. While both tales intertwine and involve many of the same areas (often you're fighting alongside the character you didn't choose),

PROTIP: Vinquette Hall opens its gates only at night.

there are definitely major differences between their quests, in both plot and in style of play. The game is presented beautifully—the music is majestic, and the detailed graphics are very well animated, even though the cute, precious Brownie Brown character design might be a turn-off to anyone who likes things a little darker, a little dirtier, or a little weirder. Actually, the game could have benefited from any one of those traits.

One of the biggest drawbacks of Mana is the story. Any RPG-especially any RPG made in this day and age—had better have a great story if it's going to keep your attention. But Mana's tale is lacking conflict, its characters are dull, and its towns are full of...well, not all that much interesting.

Magic Makes the Impossible Possible!

There are a few snags in the gameplay, too. Mana could really use a quick-select for switching weapons and spells, and weapon physics can be just plain dumb (the path of your arrow, apparently designed by M.C. Escher, confuses the concepts of height and planar distance). The game also has a bad save scheme—20 minutes of dialogue and 30 more of fighting before hitting a save spot...that's a no-no for a portable game.

Quibbles aside, Mana is a well-made game with excellent visuals and a really fun battle system—it's just too bad the story is such a generic yarn. Take on Golden Sun, Boktai, Fire Emblem, and Final Fantasy Tactics Advance before you go searching for this sword.—Star Dingo

Red Faction

with Red Faction for

The biggest problem

the N-Gage is the control

scheme-the N-Gage's num-

pad scheme is simply not con-

ducive to first-person shooting

as movements like strafing or

looking up and down aren't as

easily accessible as they should

be (and oh, how the N-Gage

needs shoulder buttons!). The

3D is definitely better than the

Game Boy Advance 3D (rough

polygons instead of giant pix-

els), but don't expect anything

resembling GeoMod. The tex-

tures are grainy and frequently



SOUND





PROTIP: Be mindful of your weapon's type-Jab, Bash, or Slash. Every enemy Is weak against at least one of these.

■ Developed by Square Enix ■ Published by Nintendo

■\$29.99 ■ Available now ■ Action/RPG ■ 2 players

Tom Clancy's Splinter Cell

This simple, stealthy, slightly puzzly distillation of Ubisoft's modern classic proves to be one of the N-Gage's most engaging titles, even if it's really not all that similar. Most of the gameplay involves finding ways to avoid patrolling guards. Luckily, Sam has a surprisingly wide array of moves. A meter on the bottom blinks red to warn him of off-screen danger, letting him know it's time to hide in a closet or pull himself up onto pipes hanging from the ceiling.

The graphics are nicedark without detracting from the gameplay-and all the

Watch the patterns of the bad guys to plan your next move.

alarm buttons you have to press, safes you have to crack, and pipes you have to hang from are very easy to see. The sound is forgettable, though—feel free to have the N-Gage pump out some other music.

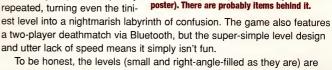
Splinter Cell automatically saves after you complete each objective, so it's simple to put the game down if you suddenly have to go. It also features a rather cool use of Bluetooth-a two-player co-op mode that requires two agents to work together to get through a scenario that's completely different from the single-player game's.—Star Dingo



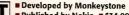
- Developed by GameLoft ■ Published by Nokia ■ \$34.99
- Available now Action/puzzle
- 2 players



PROTIP: Hold down the 4 key to scout ahead.



fairly well-balanced in terms of weapon and enemy placement; the music generates atmosphere; and there are good vocal and audio cues. But first-person shooters weren't a good idea on the Game Boy Advance. Turns out they're not really the best idea on a cell phone, either. —Star Dingo



■ Published by Nokia ■ \$34.99 Available now

■ First-person shooter ■ 2 players



PROTIP: Blow off a remote charge anywhere

you see red graffiti (or even a suspicious



PROTIP: Most enemies will stay within a given area. Lure them to the edge, then safely pick them off with ranged attacks.

Baldur's Gate: Dark Alliance

Baldur's Gate: Dark Alliance for the Game Boy Advance does a surprisingly good job of capturing the spirit of a big RPG in miniature form. There are three character classes from which to choose: Warrior, Wizard, and Archer; the game features enough weapons, attributes, items, and abilities to sate even the geekiest D&D fan; and the menu system is well organized and doesn't interfere with gameplay. The controls are intuitive, helping the action flow while still maintaining the intricacy of RPG-style combat. Vivid graphics bring monsters and environments to life,

while a host of special effects help you freeze, fry, and otherwise flay those who are unfortunate enough to be on the receiving end of your wrath.

But it's not all Amulets of Protection and Scimitars of Wounding. A couple of simple but profound problems bog down an

otherwise outstanding game. Due to the isometric view, your character is sometimes obscured by the scenery—this is especially annoying in the forest, where you end up having to "feel" your way around every single tree just to see if there's a passage. The inclusion of a map would have been a significant improvement, but alas, there isn't one to be consulted.

Though its complexity comes nowhere near that of its PC and console relatives, Baldur's Gate: Dark Alliance steps up and represents for the Forgotten Realms. When you equip your Game Boy Advance with Baldur's Gate: Dark Alliance, your Bag of Holding will never be empty.—DJ Dinobot

DECTION Description of the second of the sec

PROTIP: Bosses will chase you everywhere, so don't get cornered. Find an open area and run circles around them.

PRG DECK

PROTIP: Be sure to include healing or

barrier Battle chips in your first tier of programming. You'll sacrifice the initiative in

battles, but you'll be better prepared dur-



550 AD 60

ing subsequent turns.

** 160 · None

GRAPHICS SOUND CONTROL 5 FUN FAI

ProtoMan

SPR

■ Developed by DSI Games ■ Published by Ubisoft ■ \$29.99 ■ Available January ■ Action/RPG ■ 1 player

Mega Man Battle Chip Challenge

No one can stop the deluge of Mega Man sequels. Mega Man Battle Chip Challenge is the latest incarnation of the Mega Man Battle Network series, only this time it's basically a turn-based simulation/strategy/collectible card game à la Yu-Gi-Oh.

In Battle Chip Challenge, you compete with other Net Navies (cyber alter egos of the characters) in the Battle Chip Grand Prix Tournament to advance in rankings, win Battle chips, and upgrade your Navi. Your ultimate goal is to be declared the world champion. Battle Chip Challenge offers six selectable characters with their Navies. Returning from the Battle Network series are fan favorites, including Lan and Mega Man, Maylu and Roll, Dex and Gutsman, and Chaud and ProtoMan.

Guard chip inserted into ProtoMan's deck!

PROTIP: Wait until your gauge is at least 50 percent to ensure a successful Chip plug-in.

Contrary to Battle Network, Battle Chip Challenge is not a tedious, task-oriented, arduous game; it's all about the battles

here. You purchase Battle chips, program your Navi according to available chips, and let your Navi fight. Once in battle, your interaction is limited to chip plug-ins, which augment your Navi's offense or defense abilities. The game allows for many varying factors in battle, such as elemental type Navies and special skills, resulting in many unpredictable battles. The sound and control are surprisingly superior to those in previous Battle Network games, though the graphics have stayed the same.

With 194 available chips to acquire, three modes of play (including a Game Link versus mode), and nine classes of competition, Mega Man Battle Chip Challenge is deep in gameplay, and it's a game truly worthy of the Mega Man name.—*Rice Burner*GRAPHICS 3.5 FUNFACTOR



■Developed and published by Capcom ■\$29.99 ■Available February ■Strategy ■2 players •

GRAPHICS SOUND CONTROL 3.5

The King of Fighters EX2: Howling Blood

The deep fighting system that has become synonymous with the King of Fighters franchise is alive and well in The King of Fighters EX2: Howling Blood for the Game Boy Advance. Among the 21 available characters, you'll find old favorites alongside three newcomers who are exclusive to this title. King of Fighters' classic three-on-three battles are the mainstay of this GBA version with a special story mode that lets you vie for the throne.

The character art and animation are fantastic, as are the detailed backgrounds. The effects for special attacks are similarly striking. Unfortunately, the soundscape doesn't follow suit and is actively annoying in places. Each character's unique fighting style offers special moves and combos, though some of them are unreasonably difficult to execute. When you get it right, though, the re-

PROTIP: Use range attacks to stay clear of Chang's exceptionally dangerous iron bail.

sults are sufficiently devastating. A "Striker" command lets you call in a teammate to make a quick attack on your behalf, which can also make a huge impact on the outcome. Cancels are a piece of cake and can lead to counters that annihilate your opponent.



PROTIP: Strikers can tip the scales in your favor, but be careful: If you summon them at the wrong time, they won't attack.

Due to the fast-paced action, the controls will leave you with aching hands and thumbs. It's especially noticeable if you play on the quadrangular GBA SP. Of course, this level of intensity means that there's a good game underway, and you'll want to keep at it despite the pain.—DJ Dinobot



■ Developed by Playmore ■ Published by Atlus ■ \$29.99 ■ Available now ■ Fighting ■ 2 players



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MVP Baseball 2004







After a promising rookie season, MVP Baseball is returning to the plate to continue chasing away the



ghosts of its Triple Play past. EA Sports seems to have done a good job of responding to the issues that arose with last year's game, starting with MVP Baseball 2004's more indepth fielding controls. Using the Freestyle model popularized by NBA Live, you'll be able to use the right analog stick to dive for balls or climb the wall to spear would-be homers. EA also plans to introduce a scheme for batting controls, but no details had been revealed at press time. The control overhaul continues with user-operated sliding and base-running.

The Dynasty mode, one of the best parts of the first game, seems to be getting even deeper. Managers will have to build up their squad in the minor leagues and, in the pros, factor in concerns like the chemistry of player personalities. There's also an homage to baseball history





with legends like Jackie Robinson and Babe Ruth playing in historically accurate fields and uniforms. And you can carve out a name for yourself in this age with PS2-only online play and downloadable roster updates.—Air Hendrix

- First Look Developed by EA Canada Published by EA Sports
- Target release date: March

Note: All screens shown here are from the PlayStation 2 version.



All-Star Baseball 2005

The crown prince of cursor-batting baseball is returning to the diamond to continue its focus on realistic, slow-paced

simulation. A new Franchise mode deepens the experience with options that include spring training, create-a-player and create-a-team features, Expansion mode, and randomized schedules. In both versions, you'll be able to play head-to-head in online action, while the Scenario mode lets you take a crack at some of the most famous moments from the 2003

season. For rookies, Derek Jeter steps in with a tutorial, while vets will enjoy checking out famous players from the last century, including Reggie Jackson, Lou Gehrig, and Rollie Fingers in more than 60 throwback uniforms.

On the visual side, Acclaim is cooking up some new camera views that it has dubbed Fieldercam and

Broadcastcam, which appear to offer the gamer first-person and TV-style views of the action. All-Star delivers more than 80 stadiums, including historical, spring-training, and MLB ballparks. Steve Lyons and Tom Brennamen man the broadcast booth as Acclaim aims to deliver the first pitch of the baseball-game season in February.—Air Hendrix

- First Look Developed by Acclaim Austin
- Published by Acclaim Target release date: February

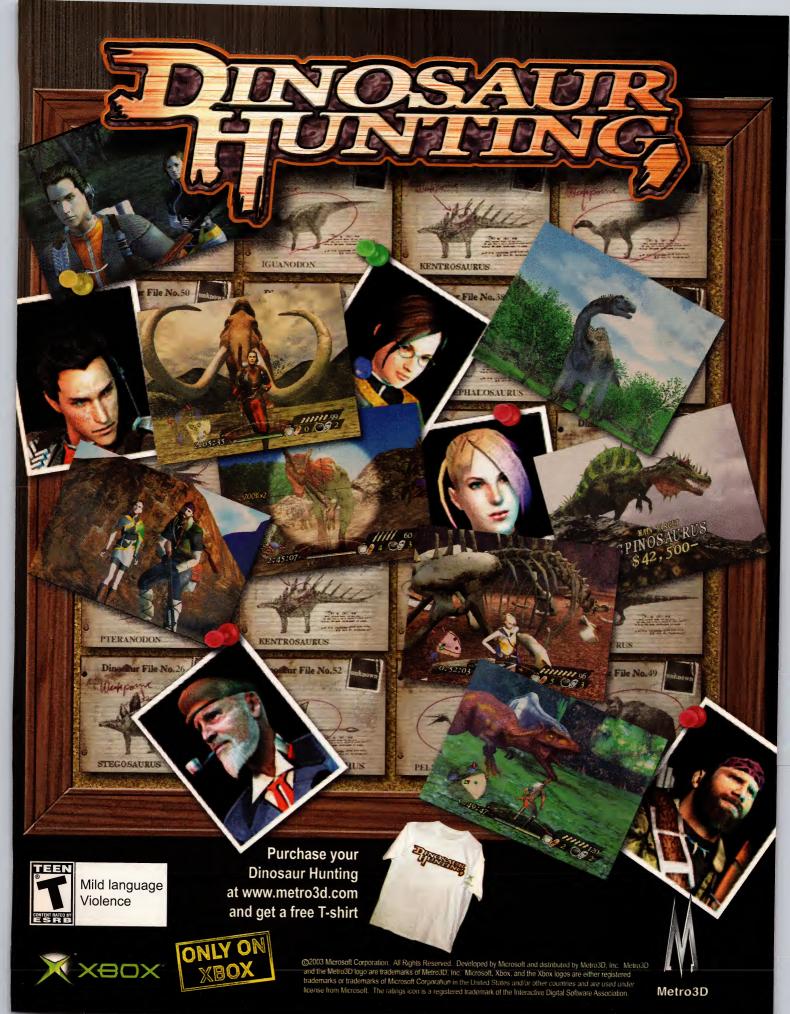
Note: All screens shown here are from the PlayStation 2 version.











PORTS PAGES

World Soccer Winning Eleven 7 International

World Soccer Winning Eleven 7 International looks to improve on everything that made last year's installment the critical hit that it was. The most notable upgrade is the graphics, which have been completely redone. Players have brand-new animations and look much better this time out.

Year in and year out, the reliable star of the series is the finely tuned gameplay, and that constant is intact so far. Controls in the preview version were responsive, and the A.I. of your opponents and teammates was quite lifelike. The audio

also sounded great with authentic crowd chants and commentary in both English and Spanish. If there were any complaints about the previous version, it certainly was the relatively paltry selection of teams as compared to rival FIFA Soccer's. Winning Eleven 7 still won't come close to

matching EA's roster, but it now has over 100 international and club teams. Making up the difference in numbers is the depth in each of the teams, which is clearly apparent in the immense Master League mode that provides incredible micro-

management controls over game strategies, player development, schedules, and salaries. As if there wasn't enough to do already, this year also sees a 40 percent increase in options available in Master League mode.—Tokyo Drifter

■ Hands-On ■ Developed and published by Konami ■ Target release date: February





NBA Ballers

NBA Ballers is as much about the lifestyle of roundball's rich and famous as it is the on-court gameplay. While the one-on-one game clearly (shamelessly?) borrows major inspiration from NBA Street, this is more like NBA Backyard as you'll visit the stars' houses and play on their literal home courts. The wealth you amass, the clothes you buy, the car you drive, and the jewelry you wear all add to your own legacy as you rise through the ranks. MC Supernatural hosts the proceedings,

calls the commentary, and contributes some original NBA-flava raps.

assist with alley-oops. The controls on the early PS2

On the court, you'll use lots of trick plays and hidden moves, including juke moves, self-passes, and other showboat stuff. As you progress, you'll gain a courtside ally who will help

> build felt very comfortable (Xbox and Game-Cube versions are in development, too) with multiple Juice buttons that enable different special moves. However, there were noticeable problems with the collision detection (if a ball is physically in the net, you should not be able to block it!). The reality-TV Rags to Riches mode and the unusual one-on-one-on-one matches will probably gain the most attention when the game hits in February—just in time for All-Star Weekend.-Dan Dizzlektro

■ Hands-On ■ Developed and published by Midway ■ Target release date: February











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HE'D BLUSH, BUT HE'S YELLOW.

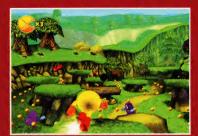




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Fantasy Violence











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PROTIP: Secret doors appear on your map, even before you find them.



The classes are quite different and play off each other well in the two-player mode.



PROTIP: The necromancer's Animate Dead spell is vital, especially if you plan on going solo—it serves as your "tank."

Baldur's Gate: Dark Alliance 2

Action games that tread into role-playing territory (a.k.a. members of the Diablo family) tend to have a lot of things in common: tons of action, lots of ways in which to develop your character, and mountains of fun when you introduce more than one player to the mix. Baldur's Gate: Dark Alliance 2 was clearly cast from the same mold, though it was forged with some exotic curves and bends to make it stick out in the crowd.

The Book of Exalted Deeds

The story and setting of Dark Alliance 2 is a little more macabre, and the diverse character selection (barbarian, necromancer, cleric, rogue, and monk) is a little more offbeat—there's no "traditional" fireball-spewing mage, and the rogue is a dwarf, for heaven's sake. The quest is absolutely enormous, especially for this style of game, with tons of lengthy missions and a few character-specific side-quests. There's also a great weapon-and-item customization feature that vastly increases the already impressive equipment possibilities.

The interface has been tweaked, too, with a handy quick-select menu for fast access to your most-used skills and feats—and anyone who played the original will be glad to hear that platform jumping has been seriously toned down for this excursion. The presentation is top-shelf with detailed characters, weird enemies, awesomely rendered backdrops, and appropriately dramatigothic themes, clangs, and incantations.

The Sewers (Loading...)

Anyone who's played this kind of game before is bound to find a few nitpicky problems: For one, the level designs are a little on the expansive and mazelike side, leading to many similar-looking, random corridors and lots of backtracking—the longer you play, the more a "this feels familiar" sense will start to

kick in (Dungeons & Dragons Heroes for the Xbox did a better job keeping things feeling fresh). The camera is still too limited, and most bosses are underwhelming. Also, it's not all that difficult to unlock your character's best feats, making the climb up the "skill tree" a little less rewarding than in some other games of the type. And, in an era where games like D&D Heroes allow four-player co-op (the upcoming Champions of Norrath allows four players online), you can't help but notice that Dark Alliance 2 is only a bicycle built for two. But those are just a few bent coins, really, in a heaping mound of treasure.—Star Dingo

Also on the Xbox

SEB

■ Developed by Black Isle Studios ■ Published by Interplay ■\$49.99 ■ Available January ■ Action/RPG ■ 2 players



ONLINE

PROTIP: Adding multiple rune stones rather than one to a piece of masterwork armor increases its AC bonus.



The five classes are Human Barbarian, Dwarven Rogue, Moon Elf Necromancer, Dark Elf Monk, and Human Cleric.





GRAPHICS SOUND CONTROL 5.0 4.5 4.0

FUN FACTOR



PROTIP: If attacked with a ranged weapon, get as close as possible to your attacker to gain the upper hand.

Morrowind: Game of the Year Edition

Here's further proof that you don't need an Xbox and a PC to enjoy the best games, you just need a little patience. Morrowind: Game of the Year Edition for the Xbox adds both the Tribunal and Bloodmoon PC expansion packs to an already gargantuan RPG adventure. It goes without saying that you can import your non-Game of the Year Edition characters or start anew with a clean slate.

The Tribunal expansion opens up the city of Mournhold and its associated sewers and dungeons, while Bloodmoon adds the Nord-dominated island of Solstheim that is accessible only by boat from Khuul. Along with

new areas for exploration come new weapons, armor, and creatures. On Solstheim, players are treated to beautiful new landscapes and a healthy serving of open-ended adventuring. But beware: You can become infected by lycanthropy if your fight with the werewolves takes a turn for the worse. This adds an interesting twist to the gameplay as characters must adjust to the benefits and drawbacks of the condition. The city of Mournhold offers a slightly more linear experience, but it's still a joy to explore.

The gorgeous graphics are marred only by occasional stuttering, and the sound design is flawless. The updated controls and interfaces enable easy, intuitive access to the game's magic and combat systems. Bethesda has created not just a game but also a benchmark by which future RPGs will be measured. If you missed Morrowind the first time around, the Game of the Year Edition is the perfect chance to experience this sprawling classic.—DJ Dinobot



PROTIP: In Thirsk, you can have special armor made with the pelts of White Wolves and White Bears, so hunt them every chance you get.





■Developed and published by Bethesda Softworks 🛎 \$29.99 🗷 Available now 👂 RPG 🗯 1 player

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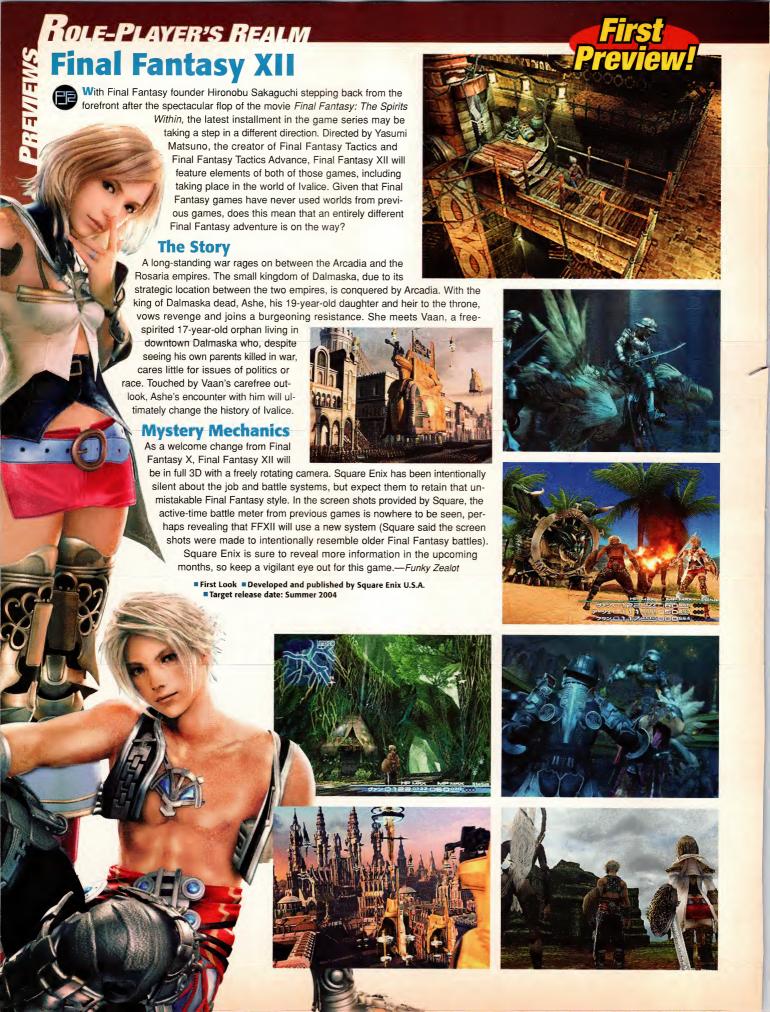






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☐ PlayStation 2 ☐ Xbox ☐ PC ☐ None



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It was only a matter of time before the world of EverQuest expanded beyond its MMORPG borders. Champions of Norrath is an action/RPG in the same spirit and presentation as genre favorites Diablo and Baldur's Gate: Dark Alliance.

Longtime EverQuest fans will be greeted by familiar locations, creatures, and items, although many of them have different characteristics now as Champions is set a few hundred years before the events of the current PC game. An evil has begun infecting the land, and you'll have to journey from the forest of the wood elves all the way to the mysterious Planes. You can choose from five different races and character classes, and play as either a male or female adventurer.

The preview version controlled great and looked incredible. Four-player online play still has some kinks to work out, but it's a great amount of fun already.—*Tokyo Drifter*

■ Hands-On ■ Developed by Snowblind Studios ■ Published by Sony Online Entertainment ■ Target release date: First Quarter 2004





Harvest Moon: A Wonderful Life

Though people don't often put farming and fun in the same sentence, the Harvest Moon series is working to change all that. Focusing on simple fun rather than realism, Harvest Moon: A Wonderful Life doesn't overwhelm you with micromanaging soil content or cow diets. Planting and growing plants is easy yet still rewarding when they grow and produce fruit. The spacing of plants and the type of soil in which you plant them affects the quality of your produce, offering more complexity than you might have guessed. As in the PlayStation 2 version, there is a major focus on finding and wooing a potential spouse, adding a pleasant human element to the game. In living out the simple rural life, Harvest Moon offers a refreshing change of pace from games that are all about jacking cars or blowing demons to smithereens.—Funky Zealot

■ Hands-On ■ Developed by Marvelous Interactive ■ Published by Natsume ■ Target release date: January









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ROLE-PLAYER'S REALM

PREVIEWS

The Bard's Tale

RPGs have been around a long time, especially if you ask inXile's Brian Fargo, who really helped create the genre on the PC in the 1980s when he founded Interplay and published the original Bard's Tale. Now, Fargo and his new company are using his RPG skills to bring the Bard into this century, and they're taking the opportunity to poke fun at everyone who came after.

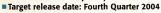
Rather than being the Chosen One or a Hero Born, the Bard is a selfish, conniving bastard whose



only skill in the beginning is to summon a rat so he can pretend to vanquish it to win food and lodging from appreciative townspeople. The Bard's Tale will unfold via Snowblind's latest action/RPG engine (used in Champions of Norrath), but the focus will be on an entertaining single-player game instead of nonstop multiplayer hacking.

The game already looks like a blast and a fine satire of what RPGs have become, and there's just about a year to go before it hits shelves. If anyone has the right to poke fun at the genre, it's the folks at inXile.—Dunjin Master

■ First Look ■ Developed by inXile ■ Published by inXile/Vivendi Universal Games







Phantasy Star Online III:

C.A.R.D. Revolution

C.A.R.D. Revolution, the third chapter of the Phantasy Star Online saga, will continue the story line and retain the exploration/interaction—heavy gameplay of the previous games as well as introduce a turn-based card system into the PSO community. Online, players will interact with Hunters from past PSO games in designated lobbies and then journey to the surface of the planet Ragol to participate in strategic card battles, while offline team battles will support up to four players.





Depending on whether you fight as a member of the Hunters or the Arks, you can choose from either the Item Deck or the Enemy Deck, and you can customize your own deck by collecting weapons, items, and gear as well as using Action and Assist cards. The game has already hit in Japan, and it will enjoy a stateside release this winter.—Iron Monkey

■ First Look ■ Developed and published by Sega ■ Target release date: February







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codevault@gamepro.com

Please include your name, address, and phone number so we can award you your prize.





TRUE CRIME: STREETS OF L.A

Play as Different Characters







SSX 3

Unlock Brodi, Eddie, and Luther







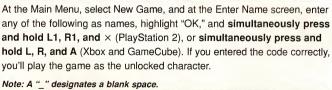












Note: A	"	" designates a	blank	space.
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Note: A "_" designates a blank space.	
Biker:	HAWG
Blind Donkey:	JASS
Boxer:	BRUZ
Butcher:	PHAM
Commando:	M1K3
Corpse:	J1MM
Female Boss:	B1G1
Female Punk:	B00B
Gambler:	MRFU
Gangster:	TFAN
Johnson the Police Officer:	FUZZ
Male Punk:	MNKY
Partner:	ROSA
Partner Dressed in Lingerie:	HURT_M3
Pimp 1:	PIMP
Pimp 2:	P1MP
Police Officer:	FATT
Street Bum:	BOOZ
S.W.A.T. Team Member:	5WAT
Tattooed Lady:	TATS
Working Stiff:	HARA

Note: Passwords are case-sensitive.

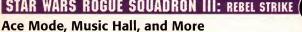
Unlock Brodi:	zenmaster
Unlock Eddie:	worm
Unlock Luther:	bronco

and then select the unlocked character you wish to use.

Select a game mode and your character. At the Setup Character screen, press Y to access the Options screen. At the Options screen, choose Enter Cheat. Enter the following passwords to unlock the following riders. If you entered the code correctly, you'll automatically return to the Options screen. Select Done to return to the Setup Character screen and then choose Rider Details. At the Rider Details screen, select Cheat Characters

Michael Caputo-Brooklyn, NY

STAR WARS ROGUE SQUADRON III: REBEL STRIKE











At the main menu, select Options and then choose Passcodes. Enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the unlocked material will be found at Special Features in the Options menu.

Ace Mode:	WHATTHE?
Credits:	LOOKMOM!
Documentary:	THEDUDES
Easy Mode:	WIMPIAM!
Music Hall:	HARKHARK

TONY HAWK'S UNDERGROUND



Moon Gravity, Perfect Manual, and More





At the Main Menu, select Options, and at the Options screen, choose Cheat Codes. At the Enter Cheat screen, enter the following passwords to unlock these cheats. During gameplay, pause the game, select Options from the pause menu, and then select Cheats, and all unlocked cheats will be displayed.

Note: Passwords are case-sensitive.

getitup keepitsteady letitslide
letitslide

BACKYARD WRESTLING: DON'T TRY THIS AT HOME



Unlock Everything

At the main menu, press and hold L, and then press A, X, Y, B, A, X, Y, B. If you entered the code correctly, you'll hear a confirming sound.

NBA LIVE 2004



Unlock Jermaine Dupri: Create a player with SOSODEF as a last name to unlock Jermaine Dupri.









Unlock Sneakers: At the main menu, choose My NBA Live and then select NBA Codes. Enter the following codes to unlock the corresponding sneakers. If you entered the code correctly, the unlocked sneakers will appear onscreen.

Air Flight 89 Colorway 3:	GF9845JHR4
Air Flightposite II Colorway 2:	2389JASE3E
Air Foamposite Pro Colorway 1:	DG56TRF446
Air Foamposite Pro Colorway 2:	3245AFSD45
Air Foamposite Pro Colorway 3:	DSAKF38422
Air Hyperflight Colorway 3:	A0K374HF8S
Air Hyperflight Colorway 4:	JCX93LSS88
Air Jordan 3:	CVJ554TJ58
Air Zoom Flight Colorway 1:	367UEY6SN
Nike Blazer:	XCV6456NNL
Nike Shox BB4:	424TREU777
Zoom Generation:	23LBJNUMB1

TOM CLANCY'S RAINBOW SIX



G.I. Joe Mode





During gameplay, press Up, Down, Up, Down, Right thumbstick, Right thumbstick. If you entered the code correctly, your team will fire blue lasers and enemies will fire red lasers.

CODE VAULT

GRAND THEFT AUTO DOUBLE PACK

Grand Theft Auto III





During a game, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound and the name of the cheat will appear onscreen.

All Weapons: Press R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up.

Alternate Costumes: Press Right, Down, Left, Up, L1, L2, Up, Left, Down, Right.

Clear Weather: Press L1, L2, R1, R2, R2, R1, L2, \triangle . Cloudy Weather: Press L1, L2, R1, R2, R2, R1, L2, \square .

Crazy Pedestrians: Press R2, R1, △, ×, L2, L1, Up, Down.

Destroy All Cars: Press L2, R2, L1, R1, L2, R2, \triangle , \square , \bigcirc , \triangle , L2, L1,

Extra Money: Press R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up.

Fog: Press L1, L2, R1, R2, R2, R1, L2, X.

Full Armor: Press R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up.

Full Health: Press R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up.

Higher Wanted Level: Press R2, R2, L1, R2, Left, Right, Left, Right, Left, Right.

Improved Car Handling: Press R1, L1, R2, L1, Left, R1, R1, \triangle .

Note: For the Improved Car Handling cheat, press R3 or L3 to jump while driving.

Invisible Cars: Press L1, L1, \square , R2, \triangle , L1, \triangle .

Lower Wanted Level: Press R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.

Pedestrians Attack: Press Down, Up, Left, Up, X, R1, R2, L2, L1.

Pedestrians Fight Each Other: Press Right, R2, O, R1, L2, Down, L1, R1.

Pedestrians Riot: Press Down, Up, Left, Up, X, R1, R2, L2, L1.

Rain: Press L1, L2, R1, R2, R2, R1, L2, O.

Slow Down Gameplay: Press △, Up, Right, Down, □, R1, R2.

Speed Up Gameplay: Press △, Up, Right, Down, □, L1, L2.

Speed Up Time: Press \bigcirc , \bigcirc , \bigcirc , \square , \square , \square , \square , \square , L1, \triangle , \bigcirc , \triangle .

Tank: Press \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , R1, L2, L1, \triangle , \bigcirc , \triangle .

Grand Theft Auto: Vice City





Enter the following codes during gameplay and not while the game is paused. When a code is entered correctly, "Cheat Activated" will appear in the upper-left corner of the screen.

4x4 Vehicles Drive on Water: Press Right, R2. ○, R1, L2, □, R1, R2.

All Cars Explode: Press R2, L2, R1, L1, L2, R2, □, △, ○, △, L2, L1.

Armor Cheat: Press R1, R2, L1, \times , Left, Down, Right, Up, Left, Down, Right, Up.

Black Cars: Press ○, L2, Up, R1, Left, ×, R1, L1, Left, ○.

Bloodring Banger (I): Press Up, Right, Right, L1, Right, Up, D, L2.

Bloodring Banger (II): Press Down, R1, O, L2, L2, X, R1, L1, Left, Left.

Caddy: Press O. L1. Up. R1. L2. ×. R1. L1. O. ×.

Change into Pedestrian: Press Right, Right, Left, Up, L1, L2, Left, Up, Down, Right.

Cloudy Weather: Press R2, ×, L1, L1, L2, L2, L2, △.

Crazy Drivers: Press R2, O, R1, L2, Left, R1, L1, R2, L2.

Extremely Cloudy Weather: Press R2, ×, L1, L1, L2, L2, L2, □.

Faster Play Time: Press \bigcirc , \bigcirc , L1, \square , L1, \square , \square , \square , L1, \triangle , \bigcirc , \triangle .

Flying Boats: Press R2, ○, Up, L1, Right, R1, Right, Up, □, △.

Flying Cars: Press Right, R2, O, R1, L2, Down, L1, R1. Note: While accelerating press and hold L3 to fly.

Note. Write accelerating, press and nota L3 to it

Fog: Press R2, \times , L1, L1, L2, L2, L2, \times .

Girls Follow You: Press \bigcirc , \times , L1, L1, R2, \times , \times , \bigcirc , \triangle .

Health Cheat: Press R1, R2, L1, ○, Left, Down, Right, Up, Left, Down, Right, Up.

Heavy Weapon Cheat: Press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down.

Hotring Racer (I): Press R1, \bigcirc , R2, Right, L1, L2, \times , \times , \square , R1.

Hotring Racer (II): Press R2, L1, O, Right, L1, R1, Right, Up, O, R2.

Improved Handling: Press \triangle , R1, R1, Left, R1, L1, R2, L1.

Increase Wanted Level: Press R1, R1, O, R2, Left, Right, Left, Right, Left, Right.

Invisible Cars: Press \triangle , L1, \triangle , R2, \square , L1, L1.

Light Weapon: Press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up.

Love Fist Limo: Press R2, Up, L2, Left, Left, R1, L1, O, Right.

Lower Wanted Level: Press R1, R1, \bigcirc , R2, Up, Down, Up, Down, Up, Down.

Medium Weapon: Press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left.

Normal Weather: Press R2, ×, L1, L1, L2, L2, L2, Down.

Pedestrians Fight Each Other: Press Down, Left, Up, Left, \times , R2, R1, L2, L1.

Pedestrians Fight You: Press Down, Up, Up, Up, X, R2, R1, L2, L2.

Pink and Purple Cars: Press \bigcirc , L1, Down, L2, Left, \times , R1, L1, Right, \bigcirc .

Play as Candy Suxxx: Press O, R2, Down, R1, Left, Right, R1, L1, X, L2.

Play as Hilary: Press R1, O, R2, L1, Right, R1, L1, ×, R2.

Play as Ken Rosenberg: Press Right, L1, Up, L2, L1, Right, R1, L1, ×, R1.

Play as Lance Vance: Press \bigcirc , L2, Left, \times , R1, L1, \times , L1.

Play as Love Fist Band Member (I): Press Down, L1, Down, L2, Left, \times , R1, L1, \times , \times .

Play as Love Fist Band Member (II): Press R1, L2, R2, L1, Right, R2, Left, \times , \square , L1.

CODE VAULT

Play as Mercedes: Press R2, L1, Up, L1, Right, R1, Right, Up, ○, △.

Play as Phil Cassidy: Press Right, R1, Up, R2, L1, Right, R1, L1, Right, O.

Play as Ricardo Diaz: Press L1, L2, R1, R2, Down, L1, R2, L2.

Play as Sonny Forelli: Press \bigcirc , L1, \bigcirc , L2, Left, \times , R1, L1, \times , \times .

Rain: Press R2, ×, L1, L2, L2, L2, ○.

Rhino Tank: Press \bigcirc , \bigcirc , L1, \bigcirc , \bigcirc , \bigcirc , L1, L2, R1, \triangle , \bigcirc , \triangle .

Romero's Hearse: Press Down, R2, Down, R1, L2, Left, R1, L1, Left, Right.

Sabre Turbo: Press Right, L2, Down, L2, L2, ×, R1, L1, O, Left.

Slow Down Gameplay: Press △, Up, Right, Down, □, R2, R1.

Speed Up Gameplay: Press △, Up, Right, Down, L2, L1, □.

Suicide: Press Right, L2, Down, R1, Left, Left, R1, L1, L2, L1.

Suit-and-Tie Attire: Press Right, Right, Left, Up, L1, L2, Left, Up, Down, Right.

Trashmaster: Press ○, R1, ○, R1, Left, Left, R1, L1, ○, Right.

GRAND THEFT AUTO DOUBLE PACK

Grand Theft Auto III





During a game, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound and the name of the cheat will appear onscreen.

All Weapons: Press Black, Black, L, Black, Left, Down, Right, Up, Left, Down, Right, Up.

Alternate Costumes: Press Right, Down, Left, Up, L, White, Up, Left, Down, Right.

Clear Weather: Press L, White, R, Black, Black, R, White, Y.

Cloudy Weather: Press L, White, R, Black, Black, R, White, X.

Destroy All Cars: Press White, Black, L, R, White, Black, Y, X, B, Y, White, L.

Extra Money: Press Black, L, L, Left, Down, Right, Up, Left, Down, Right, Up.

Fog: Press L, White, R, Black, Black, R, White, A.

Full Armor: Press Black, Black, L, White, Left, Down, Right, Up, Left, Down, Right, Up.

Full Health: Press Black, Black, L, R, Left, Down, Right, Up, Left, Down, Right, Up.

Higher Wanted Level: Press Black, Black, L, Black, Left, Right, Left, Right, Left, Right.

Improved Car Handling: Press R, L, Black, L, Left, R, R, Y.

Note: For the Improved Car Handling cheat, press the Right or Left thumbstick
to jump while driving.

Invisible Cars: Press L, L, X, Black, Y, L, Y.

Lower Wanted Level: Press Black, Black, L, Black, Up, Down, Up, Down, Up, Down.

Pedestrians Attack: Press Down, Up, Left, Up, A, R, Black, L, White.

Pedestrians Fight Each Other: Press Down, Up, Left, Up, A, R, Black, White. L.

Pedestrians Riot: Press Black, R, Y, A, White, L, Up, Down.

Rain: Press L, White, R, Black, Black, R, White, B.

Slow Down Gameplay: Press Y, Up, Right, Down, X, R, Black.

Speed Up Gameplay: Press Y, Up, Right, Down, X, L, White.

Speed Up Time: Press B, B, B, X, X, X, X, X, L, Y, B, Y.

Tank: Press B, B, B, B, B, B, R, White, L, Y, B, Y.

Grand Theft Auto: Vice City





Enter the following codes during gameplay and not while the game is paused. When a code is entered correctly, "Cheat Activated" will appear in the upper-left corner of the screen.

4x4 Vehicles Drive on Water: Press Right, Black, B, R, White, X, R, Black.

All Cars Explode: Press Black, White, R, L, White, Black, X, Y, B, Y, White, L.

Armor Cheat: Press R, Black, L, A, Left, Down, Right, Up, Left, Down, Right, Up.

Black Cars: Press B, White, Up, R, Left, A, R, L, Left, B.

Bloodring Racer: Press Down, R, B, White, White, A, R, L, Left, Left.

Caddy: Press B, L, Up, R, White, A, R, L, B, A.

Change into Pedestrian: Press Right, Right, Left, Up, L, White, Left, Up, Down, Right.

Cloudy Weather: Press Black, A, L, L, White, White, Y.

Crazy Drivers: Press Black, B, R, White, Left, R, L, Black, White.

Extremely Cloudy Weather: Press Black, A, L, L, White, White, White, X.

Flying Cars: Press Right, Black, B, R, White, Down, L, R. Note: While accelerating, press and hold the Left thumbstick to fly.

Fog: Press Black, A, L, L, White, White, White, A.

Girls Follow You: Press B, A, L, L, Black, A, A, B, Y.

Health Cheat: Press R, Black, L, B, Left, Down, Right, Up, Left, Down, Right, Up.

Heavy Weapon Cheat: Press R, Black, L, Black, Left, Down, Right, Up, Left, Down, Down, Down.

Improved Handling: Press Y, R, R, Left, R, L, Black, L.

Increase Wanted Level: Press R, R, B, Black, Left, Right, Left, Right, Left, Right.

Light Weapon: Press R, Black, L, Black, Left, Down, Right, Up, Left, Down, Right, Up.

Love Fist Limo: Press Black, Up, White, Left, Left, R, L, B, Right.

Lower Wanted Level: Press R, R, B, Black, Up, Down, Up, Down, Up, Down.

Medium Weapon: Press R, Black, L, Black, Left, Down, Right, Up, Left, Down, Down, Left.

CODE VAULT

Normal Weather: Press Black, A, L, L, White, White, Down.

Pedestrians Riot: Press Down, Left, Up, Left, A, Black, R, White, L.

Pedestrians Fight You: Press Down, Up, Up, Up, A, Black, R, White, White.

Play as Candy Suxxx: Press B, Black, Down, R, Left, Right, R, L, A. White.

Play as Hilary: Press R. B. Black, L. Right, R. L. A. Black.

Play as Ken Rosenberg: Press Right, L. Up, White, L. Right, R. L. A. R.

Play as Lance Vance: Press B, White, Left, A, R, L, A, L.

Play as Love Fist Band Member: Press Down, L, Down, White, Left, A, R, L, A, A.

Play as Mercedes: Press Black, L, Up, L, Right, R, Right, Up, B, Y.

Play as Phil Cassidy: Press Right, R. Up, Black, L. Right, R. L. Right, B.

Play as Ricardo Diaz: Press L, White, R, Black, Down, L, Black, White.

Play as Sonny Forelli: Press B, L, B, White, Left, A, R, L, A, A.

Rain: Press Black, A, L, L, White, White, B.

Rhino Tank: Press B. B. L. B. B. B. L. White, R. Y. B. Y.

Romero's Hearse: Press Down, Black, Down, R, White, Left, R, L, Left, Right.

Sabre Turbo: Press Right, White, Down, White, White, A, R, L, B, Left.

Slow Down Gameplay: Press Y, Up, Right, Down, X, Black, R.

Speed Up Gameplay: Press B, B, L, X, L, X, X, X, L, Y, B, Y.

Suicide: Press Right, White, Down, R, Left, Left, R, L, White, L.

Trashmaster: Press B, R, B, R, Left, Left, R, L, B, Right.

TEENAGE MUTANT NINJA TURTLES

Change Sound Effects, Double Defensive Power, and More

At the main menu, select Options, and at the Options screen, select Password. Enter the following passwords to unlock these cheats. If you entered the password correctly, a confirming message will appear.

Alternate Costume—Donatello:	SRSMM
Alternate Costume—Leonardo:	RMMLL
Alternate Costume—Michaelangelo:	DLDSM
Alternate Costume—Rafael:	LMSDD
Change Sound Effects:	LSLSS
Double Defensive Power—Donatello:	LLSMR
Double Defensive Power—Leonardo:	MLLSR
Double Defensive Power—Michaelangelo:	MRLLD
Double Defensive Power-Rafael:	LSMDR
Double Power-Ups—Donatello:	SMLLR
Double Power-Ups—Leonardo:	SLDDS
Double Power-Ups—Michaelangelo:	SMRDL
Double Power-Ups—Rafael:	LRLMS
Extra Attacking Power—Donatello:	DRLDS
Extra Attacking Power—Leonardo:	LMLSD
Extra Attacking Power—Rafael:	RDSRL
Extra Defensive PowerMichaelangelo:	MSRMM
Playmates Toy Database:	LSDRM
Splinter Mode:	LLMSR
Unlimited Fire Shurikens /	
Pizza Recovery Items—Michaelangelo:	MRRSL
Unlimited Shurikens—Leonardo:	MSSRD

BACKYARD WRESTLING: DON'T TRY THIS AT HOME



Unlock Everything









At the main menu, **press and hold L1, and then press** \times , \square , \triangle , \bigcirc , \times , \square , \triangle , \bigcirc . If you entered the code correctly, you'll hear a confirming sound.

TEENAGE MUTANT NINJA TURTLES



Alternate Costumes, Unlimited Shurikens, and More





At the main menu, select Options, and at the Options screen, select Password. Enter the following passwords to unlock these cheats. If you entered the password correctly, a confirming message will appear.

Alternate Costume—Donatello:	DDSMS
Alternate Costume—Leonardo:	LDMSR
Alternate Costume—Michaelangelo:	RRLMD
Alternate Costume—Rafael:	DMDML
Change Sound Effects:	SMMRS
Double Defensive Power—Donatello:	SSSMR
Double Defensive Power—Leonardo:	MRLLM
Double Defensive Power—Michaelangelo:	MRRML
Double Defensive Power—Rafael:	LRMDS
Double Power-Ups—Donatello:	DMDRS
Double Power-Ups-Leonardo:	LSLSR
Double Power-Ups—Michaelangelo:	MMSLR
Double Power-UpsRafael:	SLDSM
Extra Attacking Power—Donatello:	DRLDS
Extra Attacking Power—Leonardo:	LMLSD
Extra Attacking Power—Rafael:	RDSRL
Extra Defensive Power—Michaelangelo:	MSRMM
Playmates Toy Database:	LSDRM
Splinter Mode:	MSRLS
Unlimited Fire Shurikens /	
Pizza Recovery Items—Michaelangelo:	DRDSS
Unlimited Shurikens—Leonardo:	SMRDM

TEENAGE MUTANT NINJA TURTLES



Casey Jones Mode, Double Power-Ups, and More

At the main menu, select Options, and at the Options screen, select Password. Enter the following passwords to unlock these cheats. If you entered the password correctly, a confirming message will appear.

•		
Alternate	Costume—Donatello:	RRSLR
Alternate	Costume—Leonardo:	RSLMD
Alternate	Costume—Michaelangelo:	RLSL S
Alternate	Costume—Rafael:	SLSMM
Casey Jo	nes Mode:	SRLMD
Change S	Sound Effects:	DDDML
Double D	efensive Power—Donatello:	MLMLS
Double D	efensive Power—Leonardo:	LDSMS
Double D	efensive Power-Michaelangelo:	RLDDR
Double D	efensive Power—Rafael:	LSMDR
Double F	ower-Ups—Donatello:	MLSDS
Double P	ower-Ups—Leonardo:	RSDMM
Double F	ower-UpsMichaelangelo:	RLMSM
Double P	ower-Ups—Rafael:	LSMMS
Extra Atta	acking Power—Donatello:	DRLDS
Extra Atta	acking Power—Leonardo:	LMLSD
Extra Atta	acking Power—Rafael:	SDRML
Extra De	fensive Power—Michaelangelo:	MSRMM
Playmate	es Toy Database:	LSDRM
Splinter I	Mode:	LSLML
	Fire Shurikens /	
8	covery Items—Michaelangelo:	MSSLD
Unlimited	Shurikens—Leonardo:	SSLDM

BATMAN: RISE OF SIN TZU



All Upgrades, Unlimited Health, and More









At the title screen, **press and hold L1, L2, R1 and R2**, and then enter the following codes. If you entered the code correctly, a confirming message will appear.

All End Rewards: Press Down, Up, Down, Up, Left, Right, Left, Right.

All Upgrades: Press Up, Up, Left, Left, Right, Right, Down, Down.

Dark Knight Difficulty: Press Down, Left, Right, Up, Up, Right, Left, Down.

Unlimited Combo Meter: Press Left, Right, Up, Down, Left, Right, Down, Up.

Unlimited Health: Press Up, Right, Down, Left, Up, Left, Down, Right.

AMPED 2

All Videos, Icy Courses, and More









At the Main Menu, select Options, and at the Options screen, choose Cheats. Enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the code-entry box will go blank.

Note: Passwords are case-sensitive.

All Levels:	AllLevels
All Videos:	ShowRewards
Deactivate Cheats:	NoCheats
Faster Rider:	FastMove
Icy Courses:	AllIce
Low Gravity:	LowGravity
Max Out Rider Stats:	MaxSkills
Rider Never Crashes:	DontCrash
Spin Faster:	SuperSpin

TEENAGE MUTANT NINJA TURTLES



Level Passwords and Unlock Hard Mode

Level Passwords: At the main menu, select Password, and at the Password screen, enter the following passwords to unlock the corresponding levels. If you entered the password correctly, you'll automatically begin the corresponding level.

Level 2.	SSLUM
Level 3:	MSSLD
Level 4:	SRLMD
Level 5:	LSDRM
PRESS START	MODE SELECTION WITHOUT STATE OF THE SERVICE OF THE





Unlock Hard Mode: At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. If you entered the code correctly, you'll hear a confirming voice.

EXCLUSIVE ACTION REPLAY, CODES!

The following codes require ACTION REPLAY, for the corresponding systems.



PLAYSTATION 2

MEDAL OF HONOR: RISING SUN

V	Master	Code -	Must	Be c

Master Code – Must Be on	
Do not use single player campaign codes	WC8J-2B7M-NWDWU
in cooperative mode and vice versa	ZWUD-NDE1-16FYW
	50NP-1996-VYPYQ
	K95UBV28-HQ6V8
*	KEUZ-ZW97-1KM3W
	6604-DYH7-9NTR2
	BOA6-1F9Q-17E23
	03AH-5PBC-9K2T7
	6T2P-FB4W-B7V95
	KEUZ-ZW97-1KM3W
	54HB-CPA9-ZH5Z8
	ZMJK-PZBB-GKEX8
	03AH-5PBC-9K2T7
,	HB5A-W5K2-B33K6
	4138-UDRT-ERP7U
	W2XUH3WR-6QCNW

Cinada Diamen	Carron miano	Carles
Single Flayer	Campaign	coaes
Single Player		OVALAI

8.48	minic ricanii		017441L102-00174
			7NT1-YEKN-HWTGX
\overline{N}	Nax Ammo		KHJ8-YMHZ-TNQVK
			03QK-NM9B-XPZQ2
			HEGY-JD5V-GMC9Y
V In	finite Ammo		DTF7-F2UJ-1TZ3J
			MUVJ-RCN6-ABM0E
₩ E	xtra Ammo		16KB-YPPZ-EXYVW
			8GM0-85VT-AYJU1
			TOHT-RFOT-FDPVB
V V	lobody Shoots but you		UT2Z-5B98-KD311
			RZ4F-72AD-3D19N
		170	1RU4-JMN1-F85JY

Snood	Cod	ac	

Speed Codes	
Speed Codes Slow motion	8QBG-JZGN-PK40T
	3XYT-003K-VCCYR
-4	XTEF-HQF6-N2D5K
Quicker Game	6VAA-VUEP-C89UP
	3XYT-003K-VCCYR
14 / 14	JR8H-F2FF-H5D7C
	MT0X-DY97-G7U03
Hypermode	17QYFZ5P-6HA8N
Walter Married Land Belleville	3XYT-003K-VCCYR
	54YN-EOTE-BB1YO
A second	WNWW-DQMI-YGAEI
Unlock All Levels	AH10-MFY2-KGXB1
A STATE OF THE STATE OF THE STATE OF	96M6-RR26-EFBQN
Unlock All Bonuses	DEYA-VEUV-XQZE9
	OLUMEDI IO ARCIDO

PF ACTION REPLAY

Always Have Power Bar

Infinite Health (Farah)

PLAYSTATION 2

PRINCE OF PERSIA

All a second second	A TANKS OF THE STATE OF THE STA
Master Code - Must Be on	8KH1-9RUP-0D9DB
ELECTION SECTION AND ADDRESS.	68AC-BNRN-WXJK5
	H56U-RPZP-EV94Y
- 12 CAN CAN CONTRACT - 125	DKZI-V8TC-3HN5R
	5FXT-7ZTP-MWB4Y
You must turn this code on to activate a	ny of the main character codes
This Code Must Be On	FXZ8-T5MU-501AU
THE REPORT OF THE PARTY OF THE	X62K-9XZZ-J1PF5
The second secon	KF21-21UM-7P9J9
	D8MD-PKEE-A9G3X
The second secon	RGUQ-3ED0-6J0AH
	P882-4HDR-2VR57
	44TH-PZYT-B127Q
	D09T-A4DG-D89PJ
	0HH6-Z3ZV-W94Q9
	1K37-6UFP-Y613M
	DF83-Y3UB-5XJT4
	JDPJ-XYCZ-54RZU
Infinite Health	U5QN-DX72-9VZFF
1877 17 21	67M0-1KH5-5GTBR
Infinite Sand Bars	1T89-FX0E-HA4RG
12 A	AD7M-3KB5-JQZK0
Infinite Slow Motion Time	A0MM-74ZQ-XZQ5F
The second secon	NIMICZ DOMAS ZZEANA

1EJ3-H2PUX38NN UOM9-A6BHD73GT BNE5-Z93JEENEH

4PZN-8Q40-546HN



PLAYSTATION 2

LORD OF THE RINGS: RETURN OF THE KING

Master Code – Must Be on	3MB5-UBAC-CEPUJ
0	W94H-WJ3G-09U92
Infinite Health	Z1K0-33JN-D5A1Q
	5CH4-KTUX-8PKJW
Infinite Arrows	1PCU-GTDN-DRA3M
0	B3RV-7FWR-2ZJM1
One Hit Kills	5BVQ-6TJH-AT7QJ
	MB2YUHCYU0563



PLAYSTATION 2

BEYOND GOOD AND EVIL

Master Code - Must Be on	OHFC-269B-08VX8
	4XVB-PVEC-YFWEM
Infinite Health	ZZ9E-GEM5-K3U8R
	Z20Q-9YPG-TE8A1
Infinite Credits	346H-DE6Z-F08F1
	PCBE-JZ8Z-V9G61
16 PA-1 (Max Health)	JZB0-6QQY-UJ7QR
	YP2F-MHKN-C4AYN
Jet Boots	9NPQ-G588-4388M
2	84E1-B234-08YH0
Infinite Starkos	M9Q7-0H9F-QT0KD
	244F-BG39-2WM7R
Infinite Super Attack Strength	ZJ8W-YVF1-T67MF
	XZPK-R4A4-Y222F
Carison-Peeters	G7FB-VTCJ-PVW4U
	613K-T2XO-7PVUP
Jump Kit	DEK7-DMH2-26FNY
4	HNHR-M107-9W7UX
Boost	J5WM-P7W-NDZAC
0	TMAB-CTAO-FJZWW
Neutralizing Cannon	OZQ8-8XRM-M2EBH
	KAK5-VZP8-5M1NK
Speedcraft Motor	CCZR-PCPQ-0ZV0H
	J7E2-REM3-HCMMF
Compass	JKAG-FGJ9-5PR9R
	4YQ3-HYJ4-9ZCNJ
Stellar Motor	X6VX-TGPE-XA7YK
Control of the Contro	Z3XZ-XUJ5-5CC2X
Alpha Sections Ticket	AOTN-AFKA-B9DD3



Infinite Starkos-Piggy

GAMECUBE

MARIO KART: DOUBLE DASH

1XUV-0U2V-D4DUX

DY87-WE4X-FP3V4 FW8F-DXMR-72XX7

Master Code - Must Be on	D5BW-BEHW-4CYDX
The state of the s	RHBW-NH66-DCH1B
	0J21-TBH4-F0W9Q
	FUCO-E1WV-73AAK
	HF39-AXUE-2T02K
	T8YC-MRMR-ANMCW
Everything Unlocked	NJ3Z-472W-XKJ9Z
	XRAN-VRZ1-BA1AD
Stars Last Forever	3QHTFW59-4U6ZW
	E 1 OT-DJ/T-WRTMF
Extra Speed	NUHZ-U3JU-FEDD0
	PGGY-DAVZ-5VBMA
	NACM-209W-YWCQ3
Press Z to Jump	V19U-8TNC-0HPU2
	AAXA-C654-4W5K9
	U0NN-357W-HNN45
D-Pad Up Freezes Timer	CNBJ-82GA-YMBTT
	EH8E-N4WA-WAVWM
	NNRG-4MVQ-JN1DZ
D-Pad Down Unfreezes Timer	55GG-FT1N-TVPYG
, w	EJMW-TEFB-XPXZ8
The Parkers of	K1CJVHP9-U1EDU
Other Karts Can't Move	2C24-Q0FY-483EQ
	W13HB1V8-DDDN4
Huge Karts	UKCU-AAR4-Y64BA
	GM64-T0GW-PV01T
	3VDP-PAU6-Z1XEE
Tiny Karts	EYP9-7A6N-AZV3B
	U0U0-8UAD-JFQ38

Tiny Karts	3VDP-PAU6-Z1XEE
Max Race Points	B50J-VWF0-Q09WW
	OK6WHEJF-6QK3M
Press D Pad Left For Star	J0A7-8H59-6GT6H
	E10T-DJZT-WRTMF
	4PD7-DF7R-G14YW
	M74H-CZH6-1M60V
	XJ1V-1J1N-5678X
	QRU6-1G46-Y3A4N
	E9FZ-A3QA-YCERP
	D7R5-3YUB-PGN4F
	NFAM-HTFT-J8YJ3
	4E1T-NMDW-GYR88
	KDEQ-0NZ5-R2FMM
	E9FZ-A3QA-YCERP



GAMECUBE MARIO PARTY 5

Master Code – Must Be on	VBEE-3T06-WRU4P
	6DM2-TNE8-0GM1H
All Mini-Games Unlocked	NYTD-DTCB-CWR2F
	OS IV EDED MOOVEL

	05JK-EPFD-M92VU
PLAYER 1 (UPPER LEFT) CO	ODES:
P1 Max/Infinite Coins	KWQ4-1W14-5DP2M
	GM5DFVFM-AZRQU
	EP4W-BEAP-UKMAP
P1 No Coins	PYJC-GEPE-Q8FUZ
	GM5DFVFM-AZRQU
	4VX3-K4BH-8FUQ5
P1 Max/Infinite Stars	QVJQ-KYHM-NUXRN
	GM5DFVFM-AZRQU
	DVKK-6U9B-Z7X7Y
P1 No Stars	QVTK-THAV-W2P7G
	GM5D-FVFM-AZRQU
	3DDE-4B4T-W2N14
P1 Never Has Any Capsules	CV33-48PD-BTWMT
	GM5D-FVFM-AZRQU
	HQ4TPYH4-QKUV9



GAME BOY ADVANCE/SP SUPER MARIO ADVANCE 4

Master Code – Must Be on 5662567c c85c488b

	f04ef67d
MARIO CLASSIC	a05a144c
	078b0074
P1 Infinite Lives	4f6a4e2b
	be7a686d
SUPER MARIO 3	a05a144c
	078b0074
Mario Quick Coins	a0d14b34
	1569ce5b
Mario Quick Coins	5ed5a8d0
5 4 5 11 12 18	a31b764d
Luigi Quick Coins	a0d14b34
1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -	1569ce5b
1. (1)	5ed5a8d0
	a31b764d
Mario Inf Lives	d5b254a6
the two same	513f0e04
Luigi Inf Lives	675d3827
	0eb4ea71
More Time	Press Select
	21b1a257
	8c1a149a
	f31cce07
	19e6a04e
	21b1a257
	8c1a149a
	691a0a87
	Obe8fOc3
1 Mushroom for 2up	f482b259
	a2469fcd
1 Flower for 3up	Odc66ae7
	18ebcb53
1 Star for 5up	bb42309e
	f6363786
Inf All Items Mario	d52767df

85bd60c5

III All liens tolgi	3047 0170
	3c809088
L'and Land	d64c0d50
	5f8c8187
Invinsible	cad27ee5
	51f2aad0
Super Mario	Press L+UP
1 1 2 2 5 1	df625e68
	8cbcb171
	e0d71525
1 mm ²	c0d7e302
Fire Mario Press	L+Down
The same of the same	4973caa6
	98731649
The set of	5888f6b3
2 4 5 7 5	5b7ff744
Racoon Mario	Press R+Up
	929cf481
	1ffaab4e
	e6d73f1d
	a8900685
Frog Mario Press	
12 22 1	2b5aebee
704	c4c631f9
1.7	7efac5bc
	70a88472
Tanooki Mario	Press L+Left
	a8509546
	af9fce1c
	763c1869

Hammer Mario Press R+Left 6b664542

Cape Mario Press R+Right

496d3bcb 8a2ff2c9 dd88f366

ab91f9e2 8c4a5733

711960d8

cdd2175

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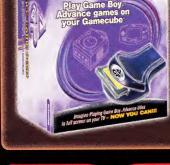
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